

**INFO-F307**  
***Introduction au projet***

Université Libre de Bruxelles - Département d’Informatique

# Contact

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# Organisation

- Application Android
- Groupes
  - ▶ De 4 à 5 personnes
  - ▶ À former au plus tard pour le **27/09!**
- Méthodologie XP
  - ▶ Itération de deux semaines
  - ▶ Storie(s)
  - ▶ Project Manager
- **Présence obligatoire** pour les défenses

# Organisation

Semaine	Actions
1	No classes
2	Introduction to the project + Android exercises
3	No classes
4	Project Management Iteration 1
5	No classes
6	Deadline Iteration 1 + Demonstration Iteration 1 + Project Management Iteration 2
7	Code Discussion Iteration 1
8	Demonstration Iteration 2 + Deadline Iteration 2 + Project Management Iteration 3
9	Code Discussion Iteration 2
10	Demonstration Iteration 3 + Deadline Iteration 3 + Project Management Iteration 4
11	Code Discussion Iteration 3
12	Demonstration Iteration 4 + Deadline Iteration 4
13	Code Discussion Iteration 4
14	Evaluation of project

# Besoin

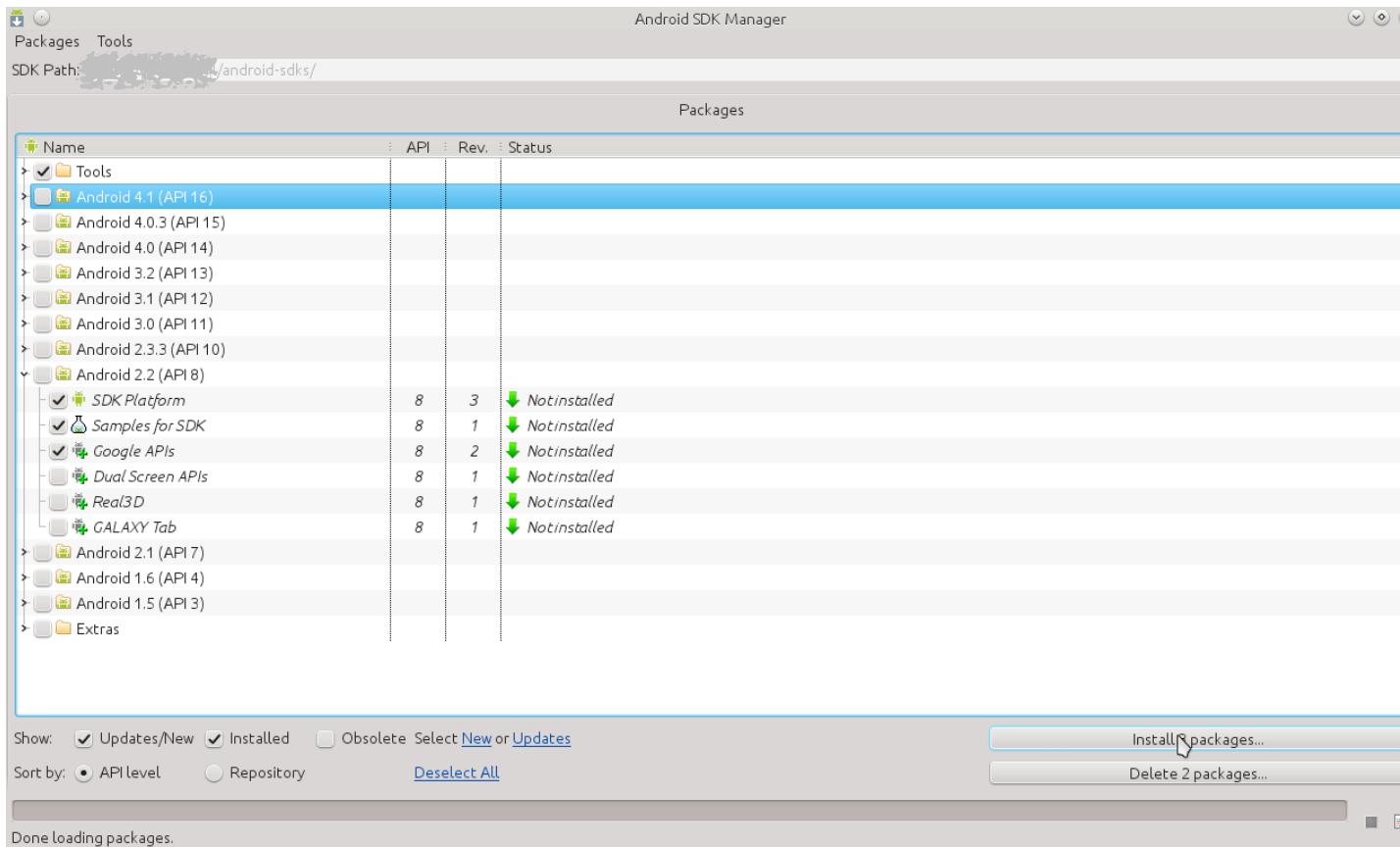
- OS
  - ▶ Windows:
    - XP (32 bits)
    - Vista (32 ou 64 bits)
    - Seven (32 ou 64 bits)
  - ▶ Mac OS:
    - 10.5.8 ou plus.
  - ▶ GNU/Linux:
    - Distribution plus récente que 8.4. Avec GNU 2.7 au moins

# Besoin

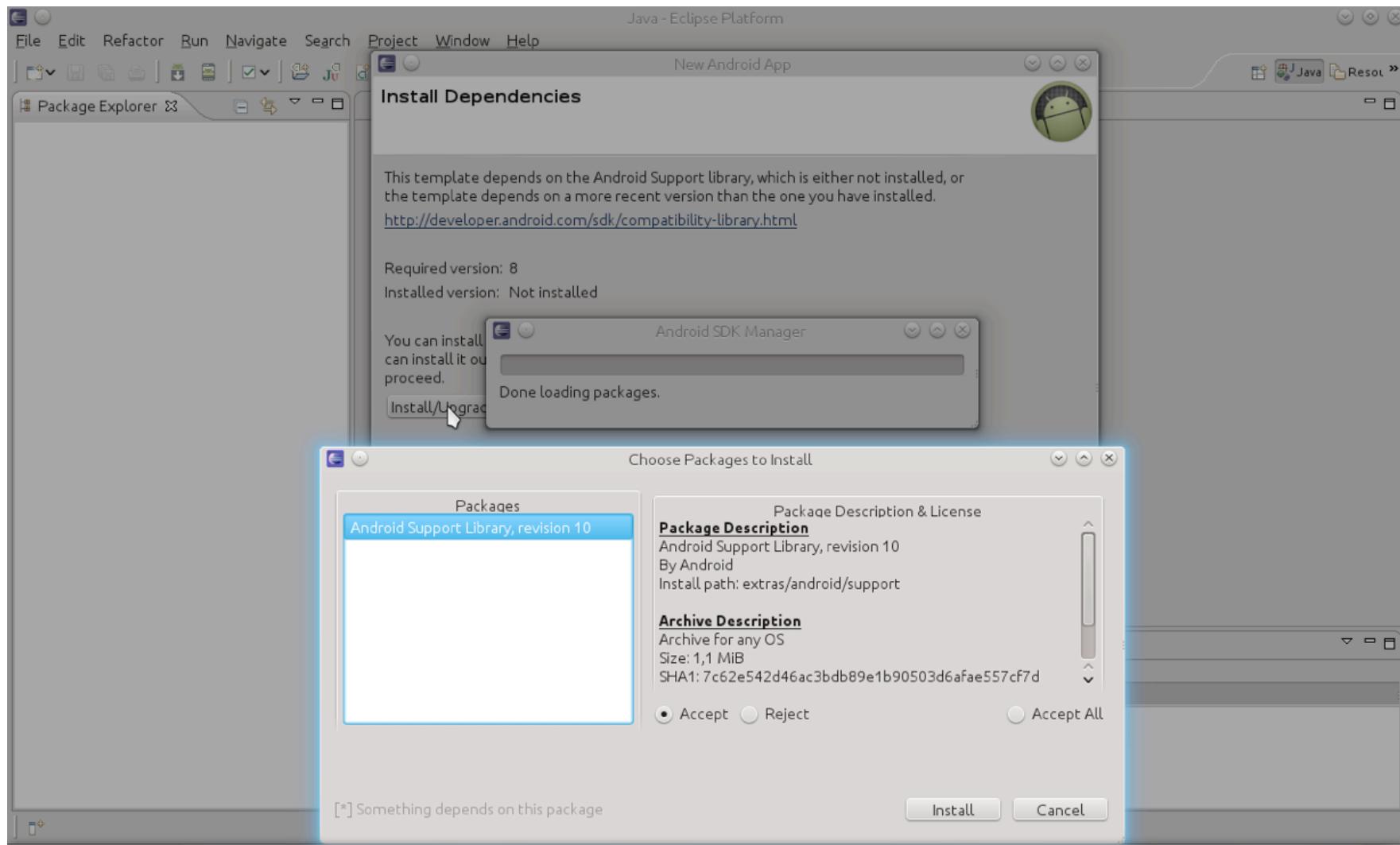
- Java
  - ▶ Eclipse IDE for Java Developers (<http://www.eclipse.org/downloads/>)
  - ▶ Java Development Kit (<http://www.oracle.com/technetwork/java/javase/downloads/index.html>)
  - ▶ SDK Android (<http://developer.android.com/sdk/index.html>)  
version Android 2.2 (API 8)

# SDK Android

1. Dans */tools* lancer le programme *android*
2. Sélectionner les bonnes cases
3. Installer les packages et confirmer en acceptant tout'



# SDK Android



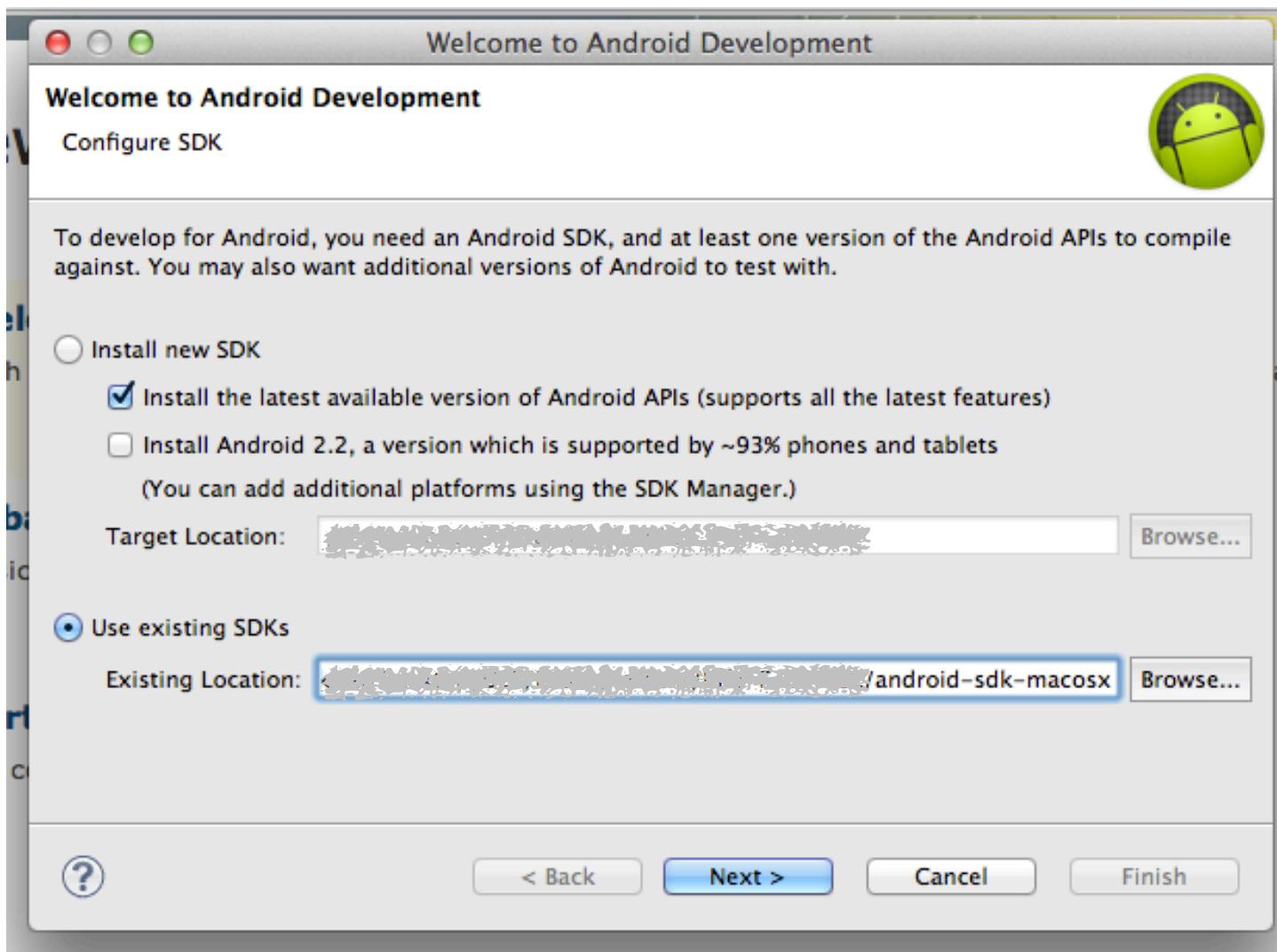
# Eclipse

1. Ouvrez Eclipse
2. Help>Install New Software ...
3. Dans work with cliquez sur add
4. Name = ADT (pour Android Development Tools)
5. Location = <http://dl-ssl.google.com/android/eclipse/>
6. Attendez que le padding termine
7. Sélectionnez tout et cliquez sur Next puis Next
8. Choisissez «I accept the terms of the license agreements».
9. Et cliquez Finish.

# Eclipse

10. Dîtes **Ok** pour le Warning de sécurité
11. Quand le programme demande le redémarrage choisissez **Restart Now** pour redémarrer Eclipse!
12. Au démarrage vous allez devoir indiquer la location du SDK (que vous avez téléchargé auparavant. Voir la capture d'écran suivante)
13. Choisissez la location, cliquez sur **Next** puis **Finish** après avoir refuser d'envoyer les statistiques à Google.

# Eclipse



# Android Virtual Device

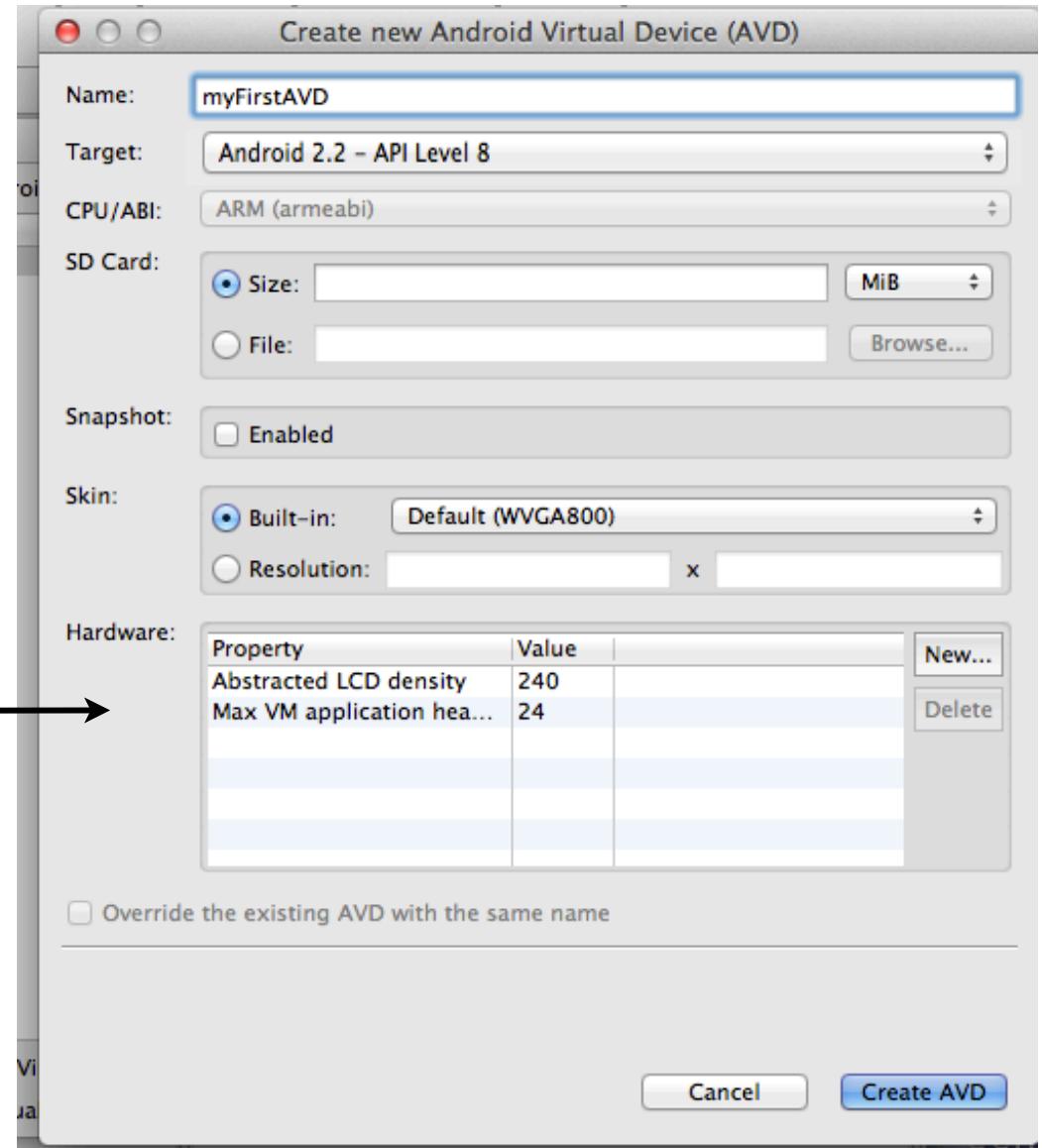
- I. Dans la barre d'outil repérez les deux icônes



2. Ajoutez un nouvel AVD (l'icône de droite>New...)

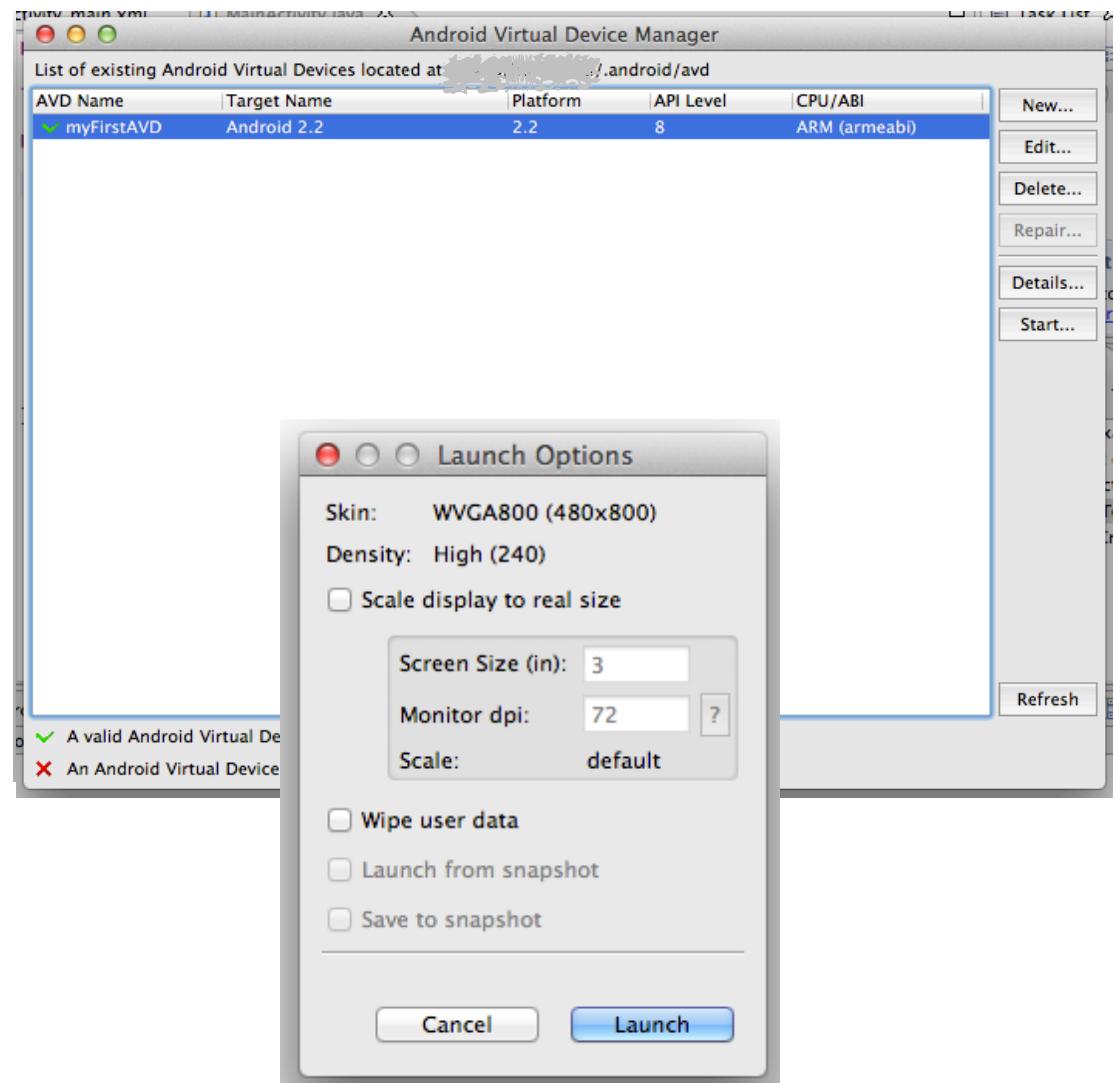
- 3.

4. Puis Créez un AVD

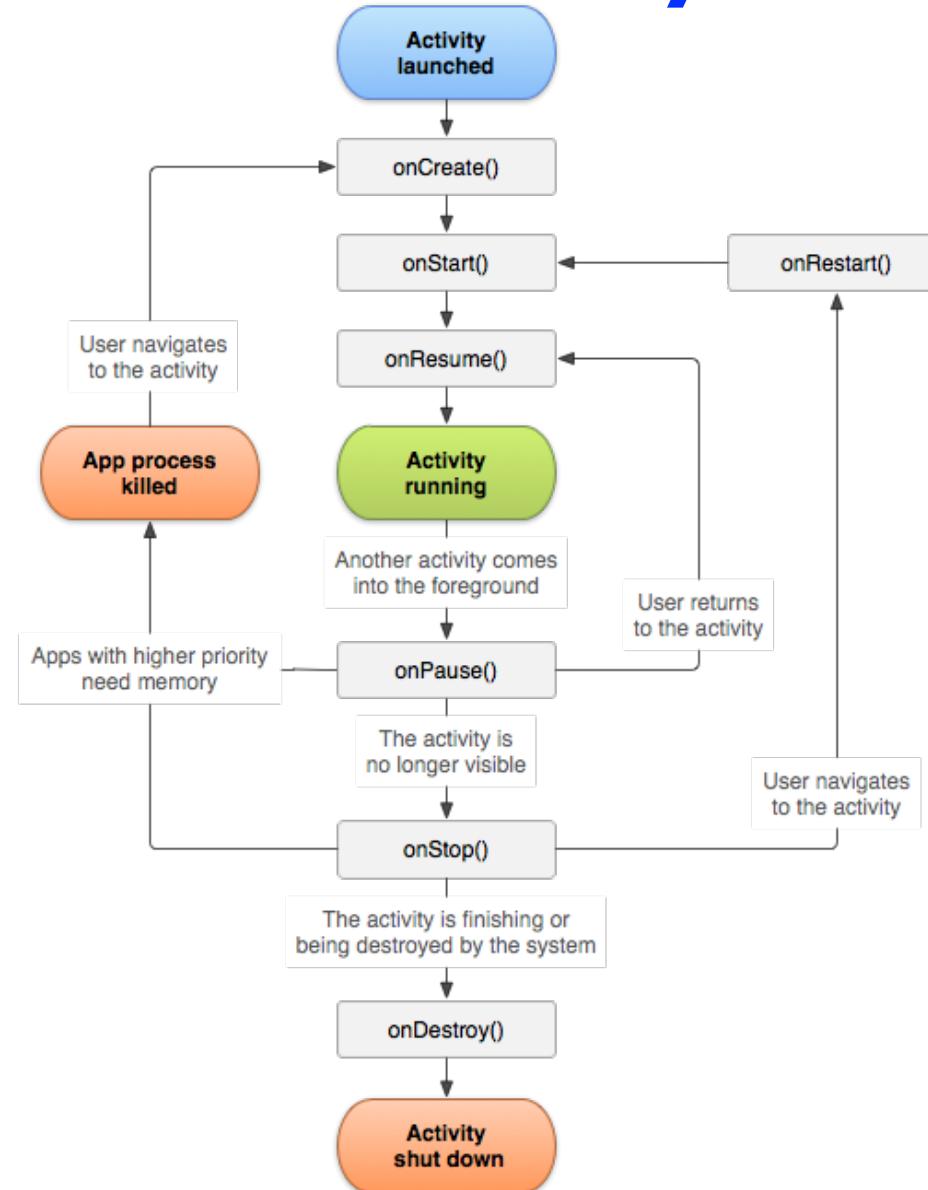


# Android Virtual Device

5. Lancez L'AVD en cliquant Start
6. Puis sur Launch
7. Le terminal se lancera ensuite
8. Configurez votre émulateur..
9. ENJOY :)



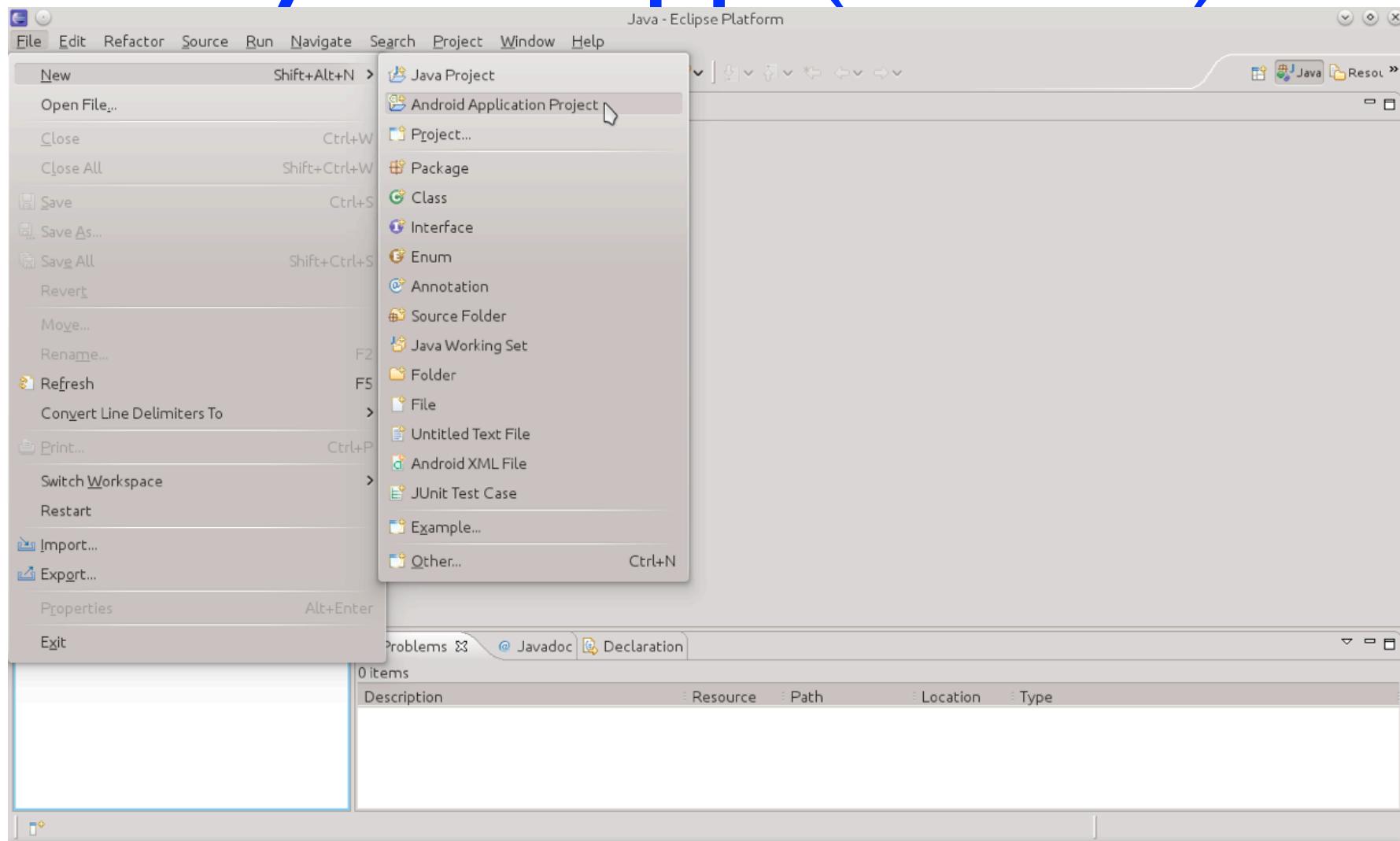
# Activity



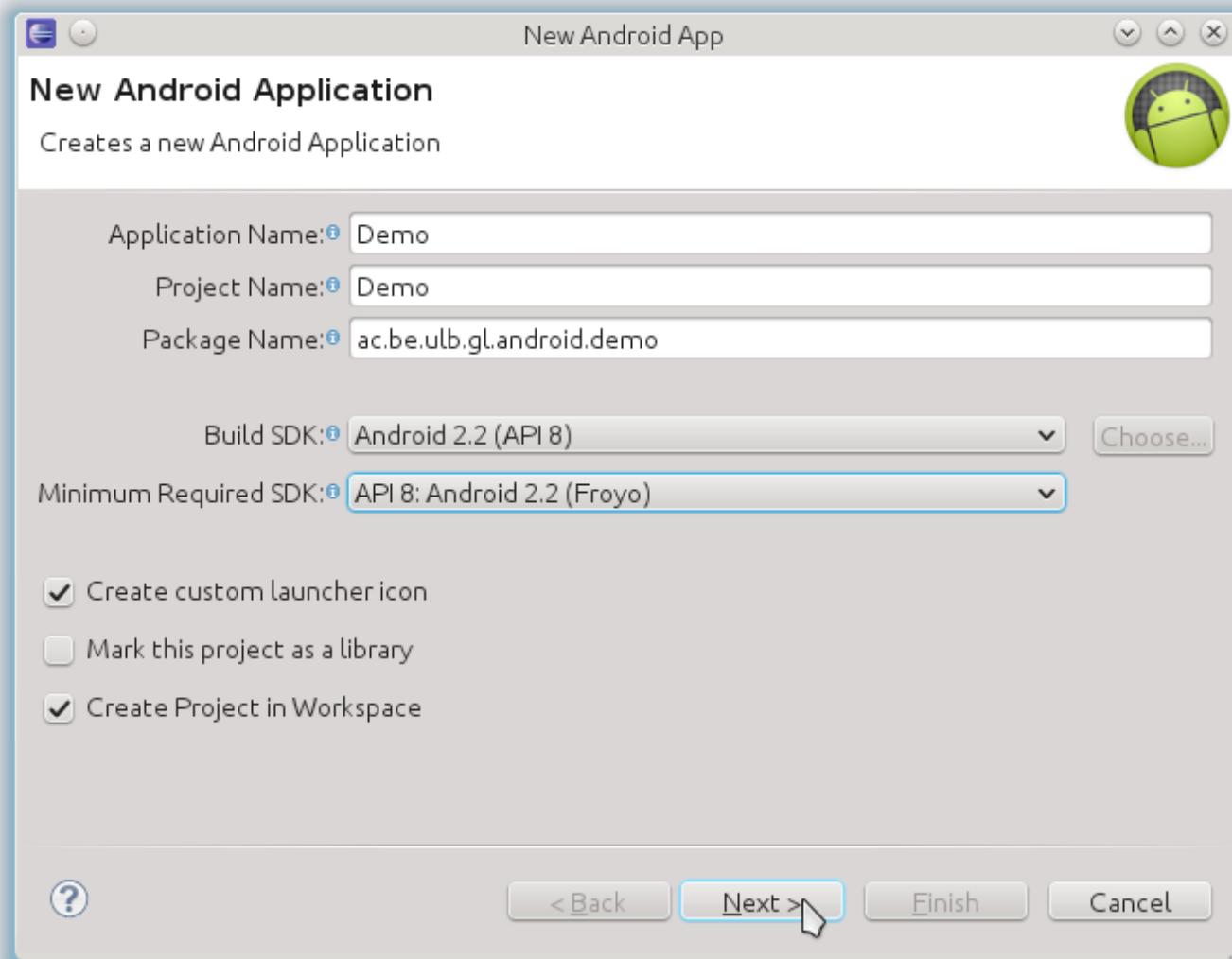
# Store

- Assembla
  - ▶ <https://www.assembla.com>
  - ▶ Créez un compte !

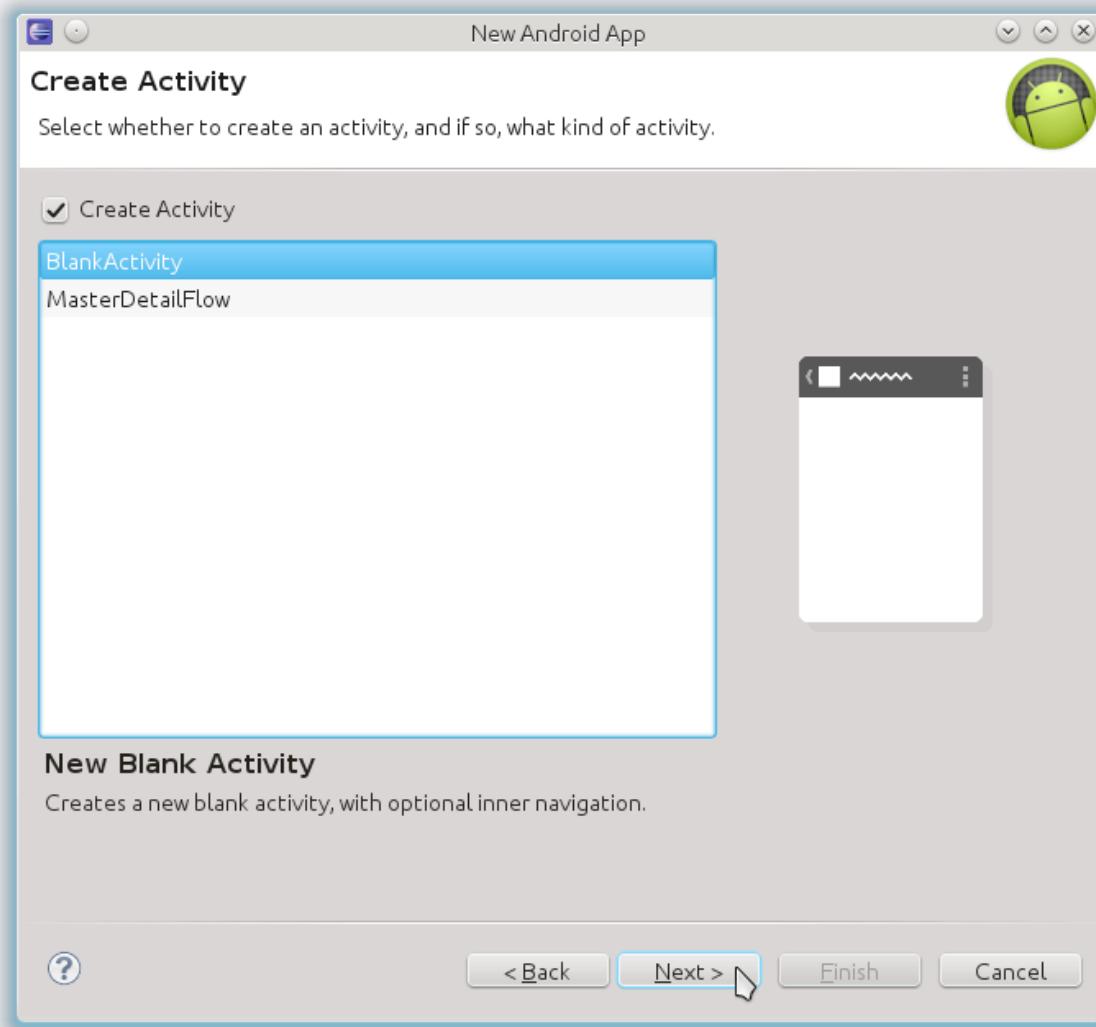
# myFirstApp (Démo.)



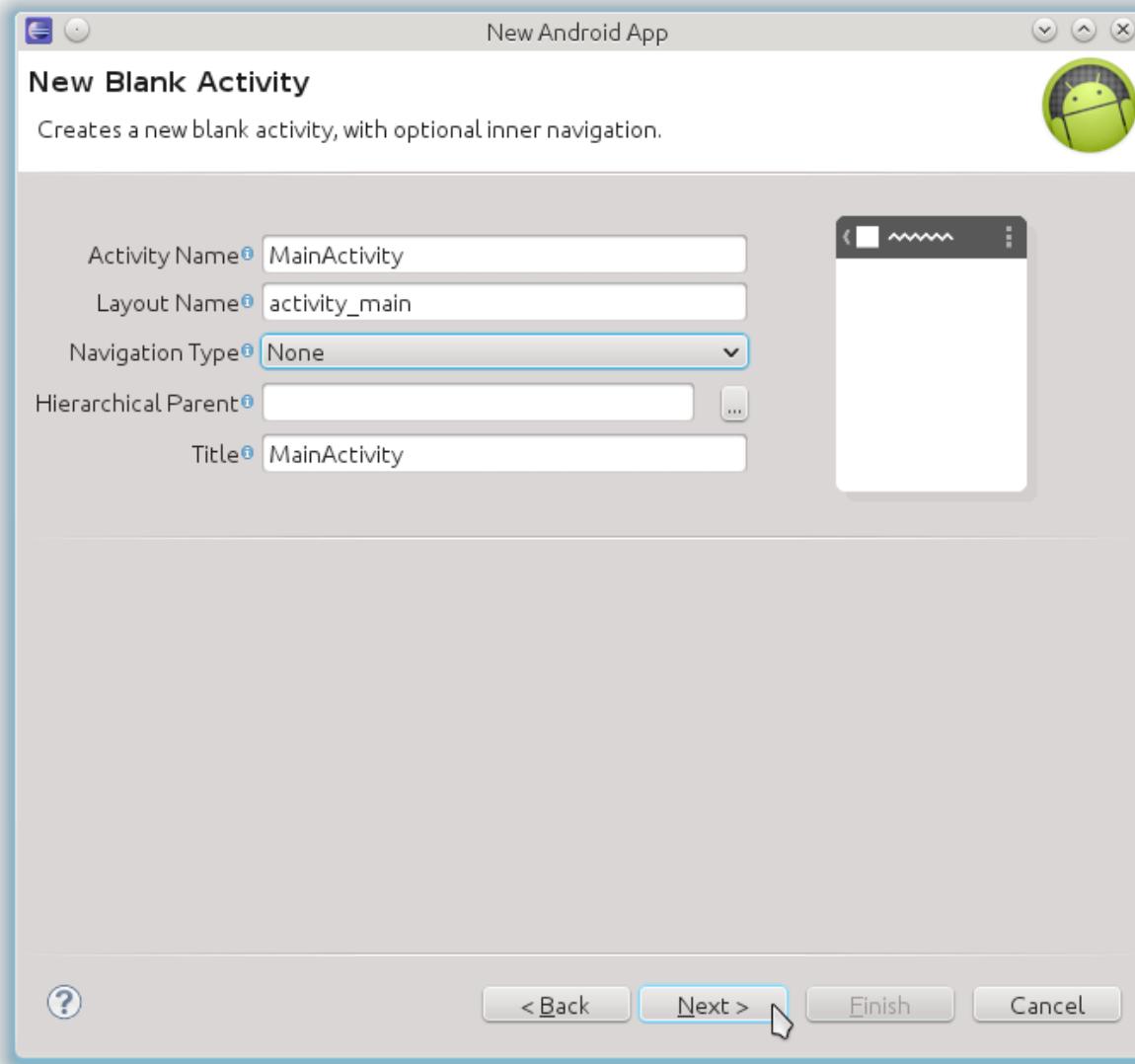
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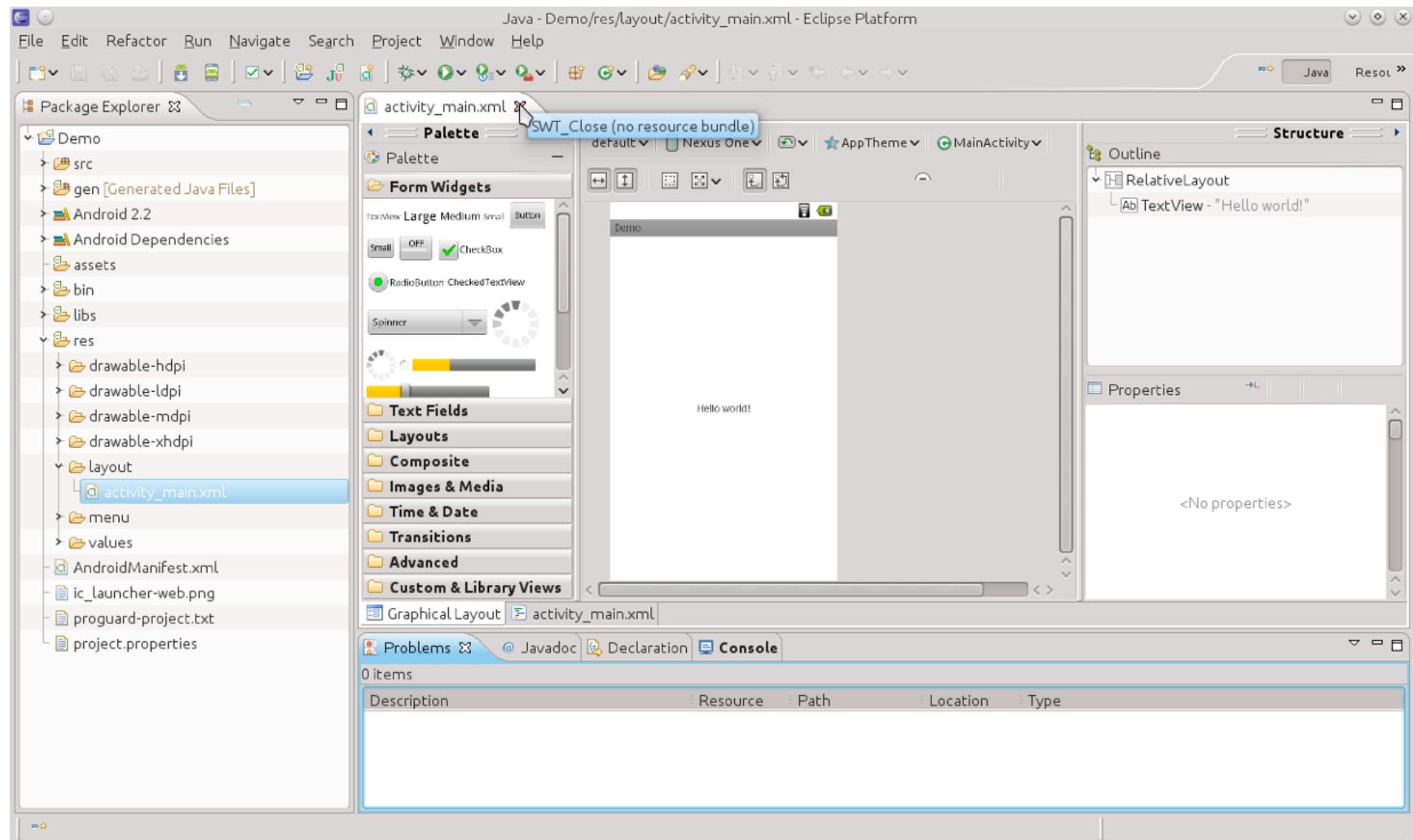
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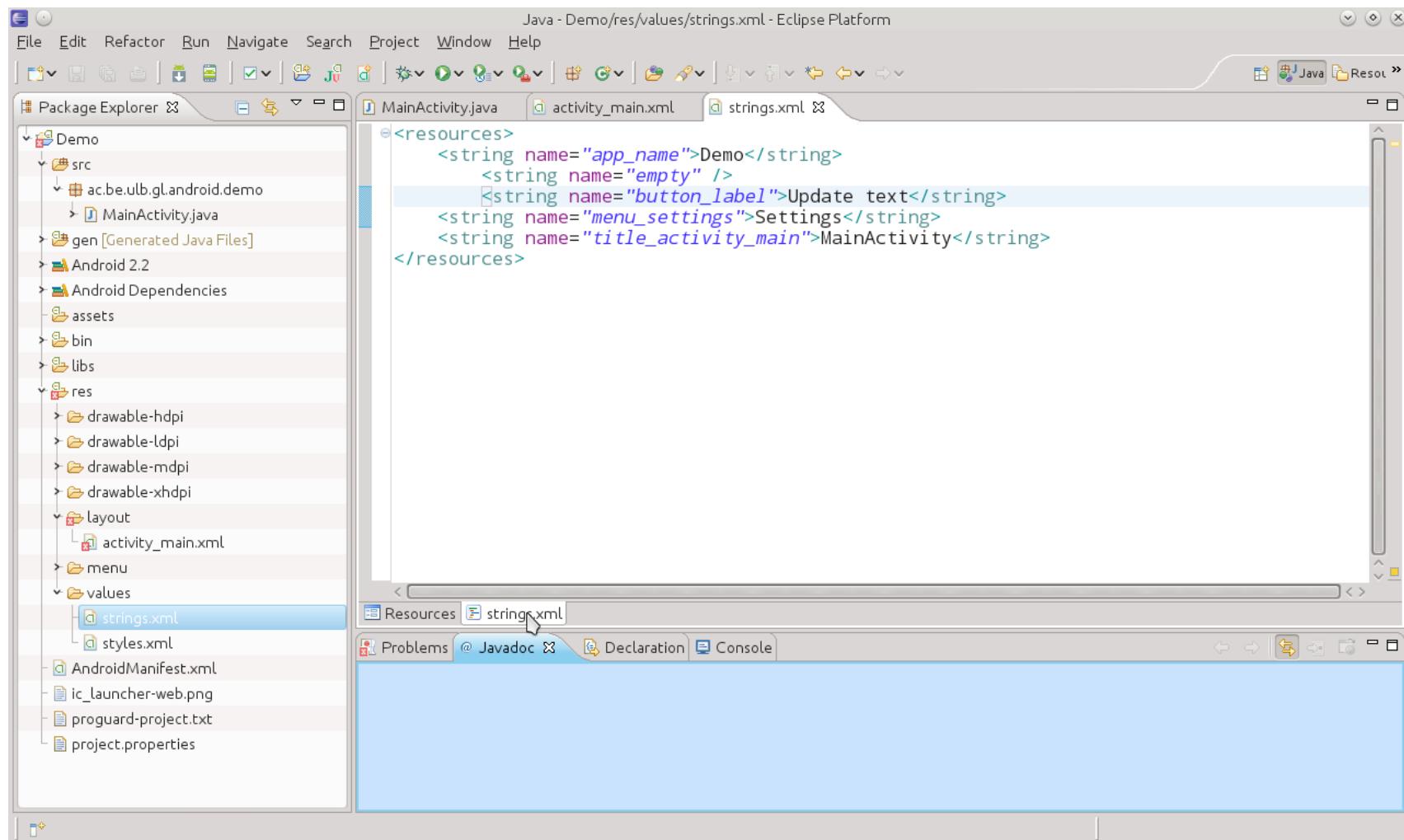
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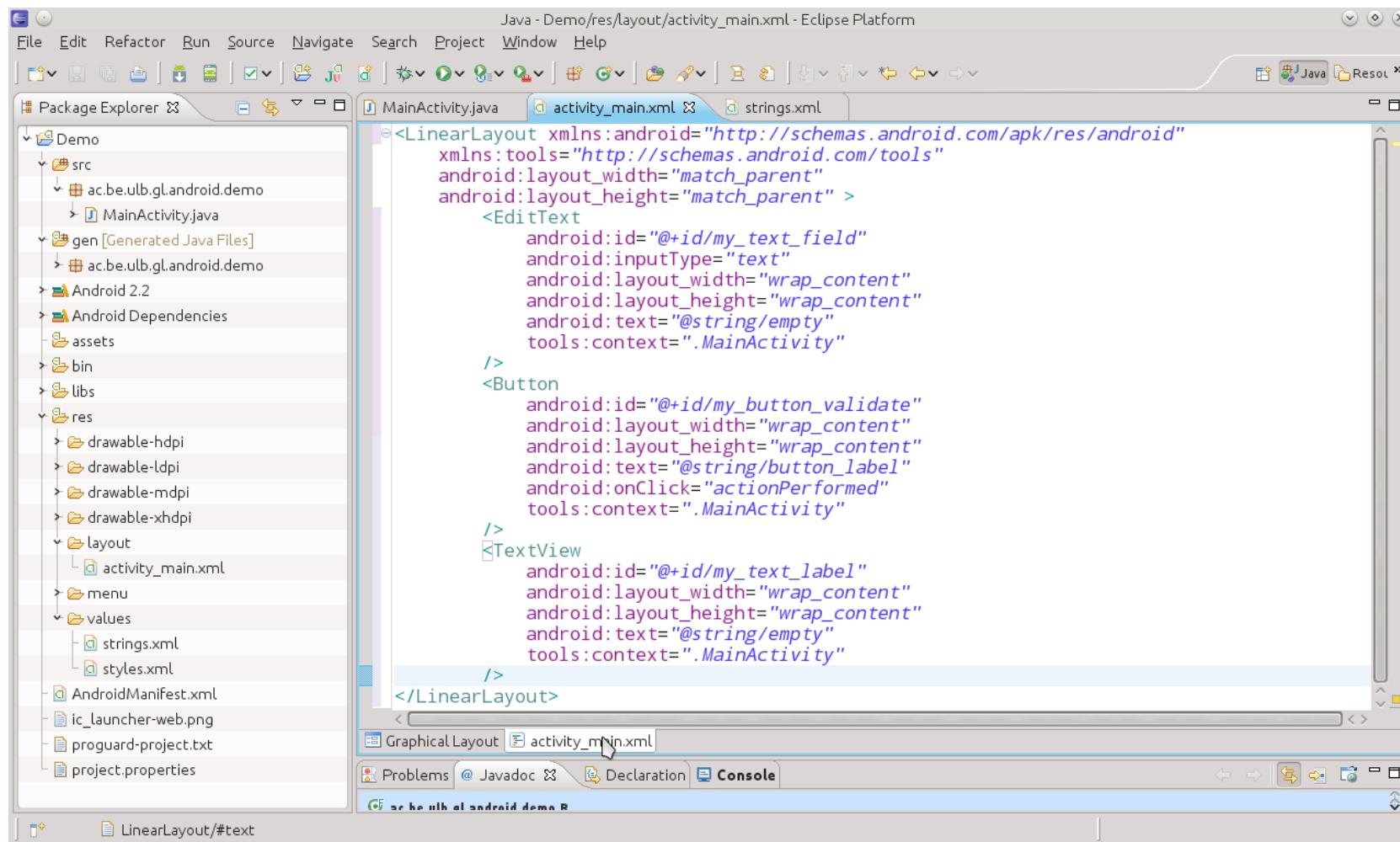
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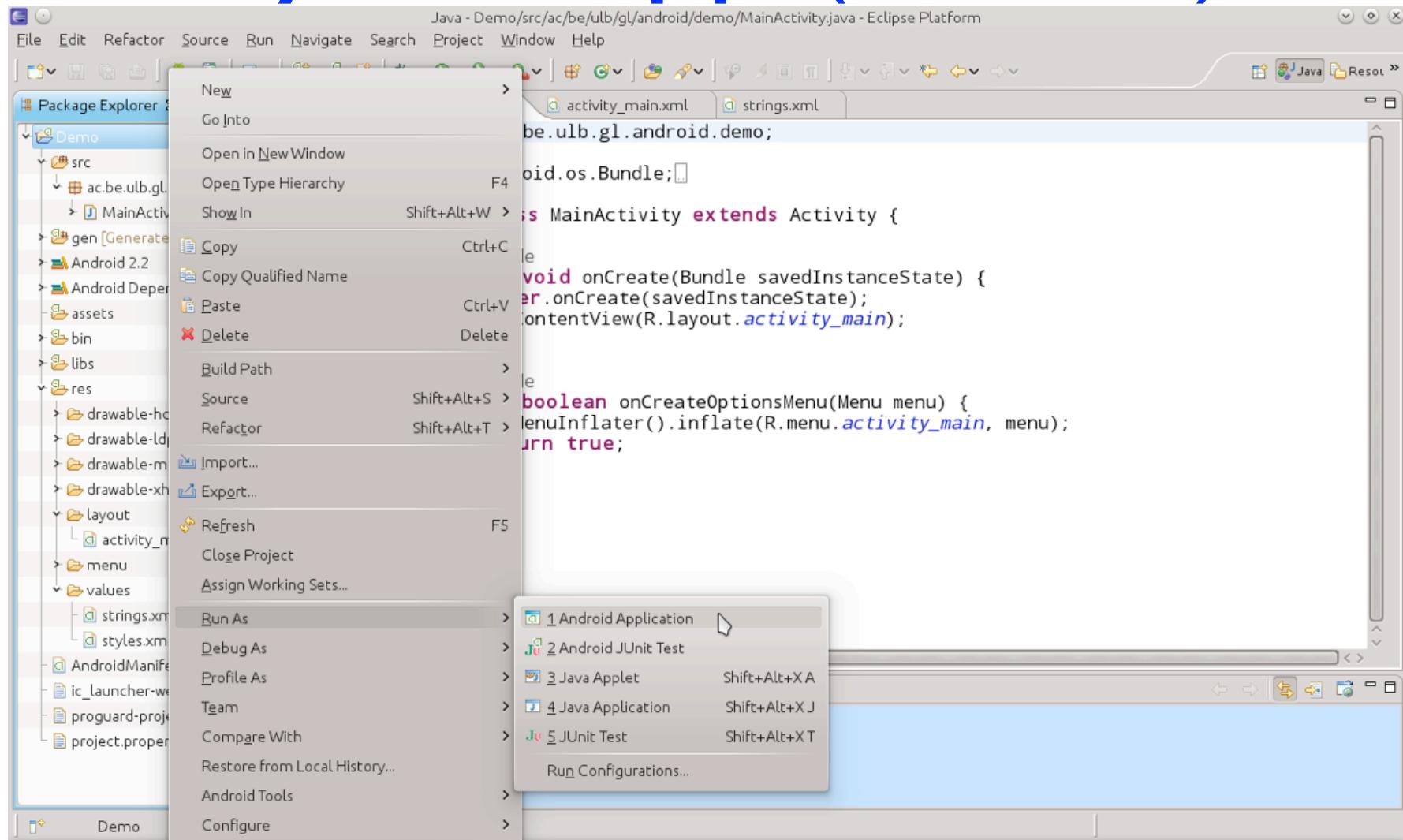
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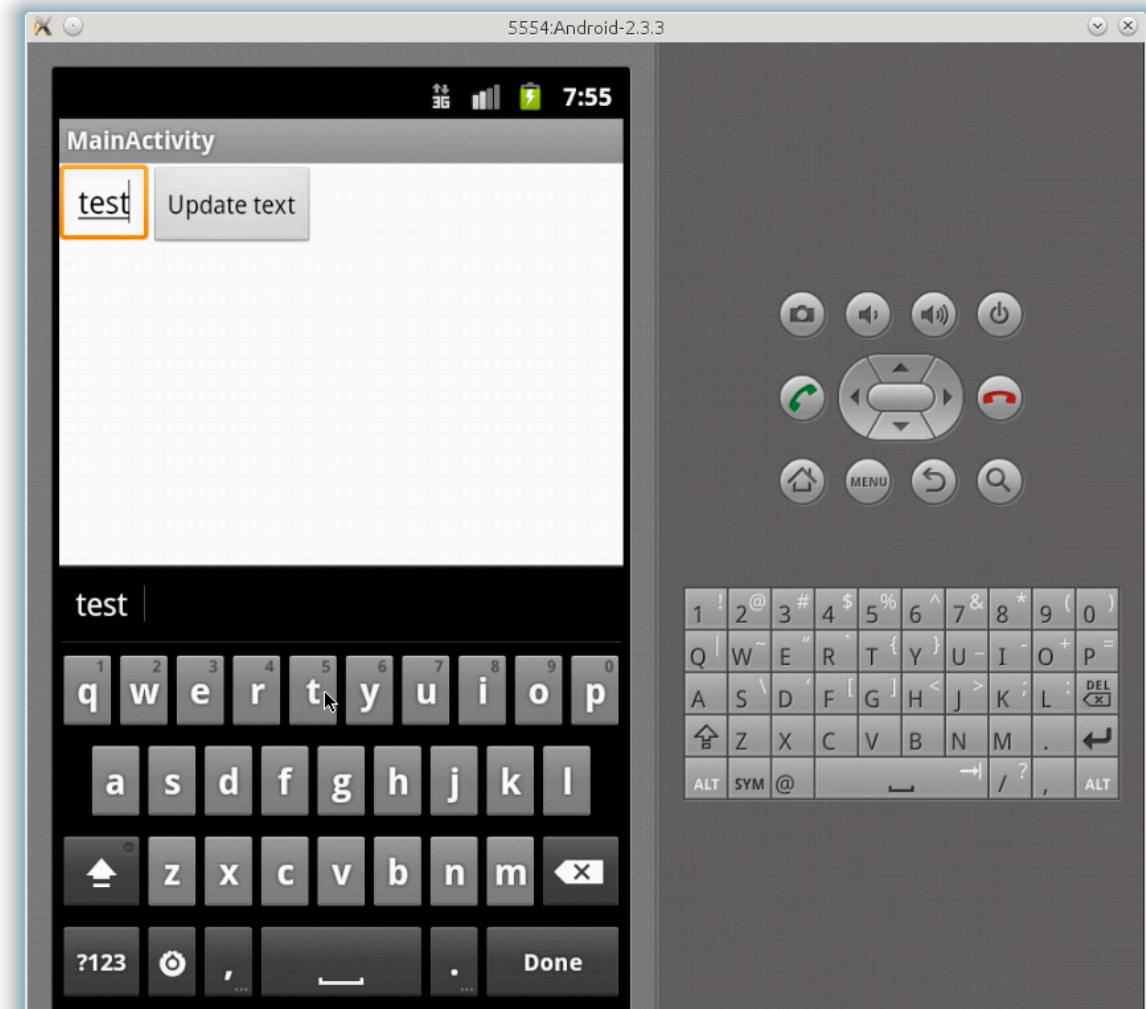
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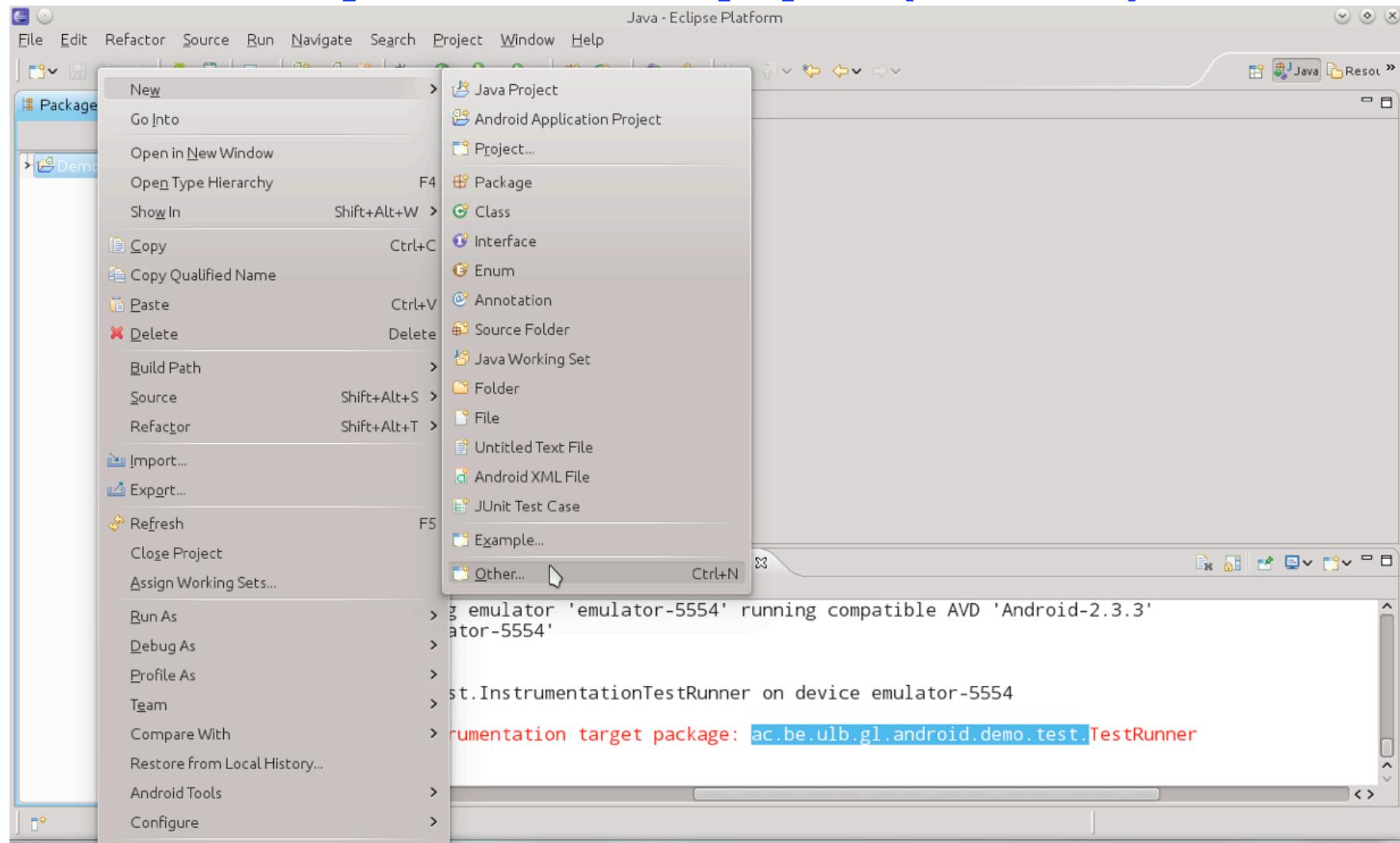
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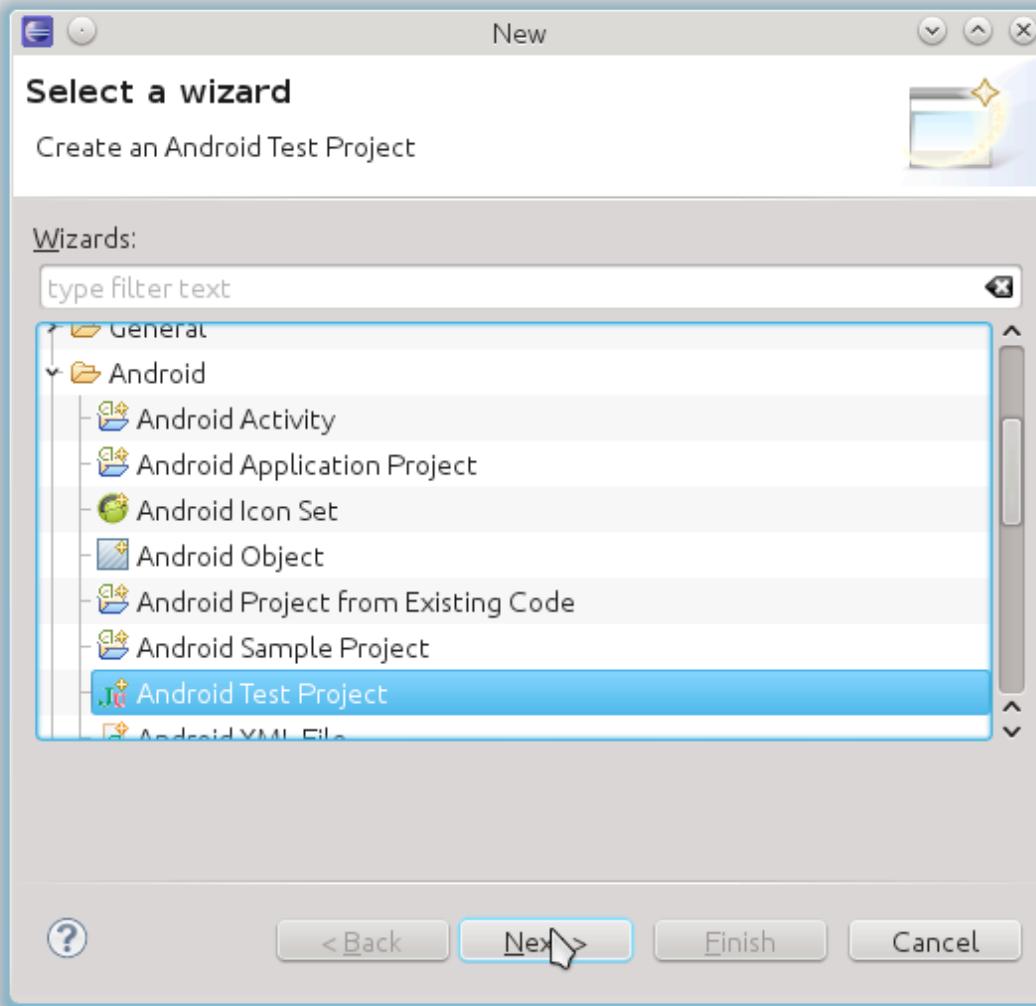
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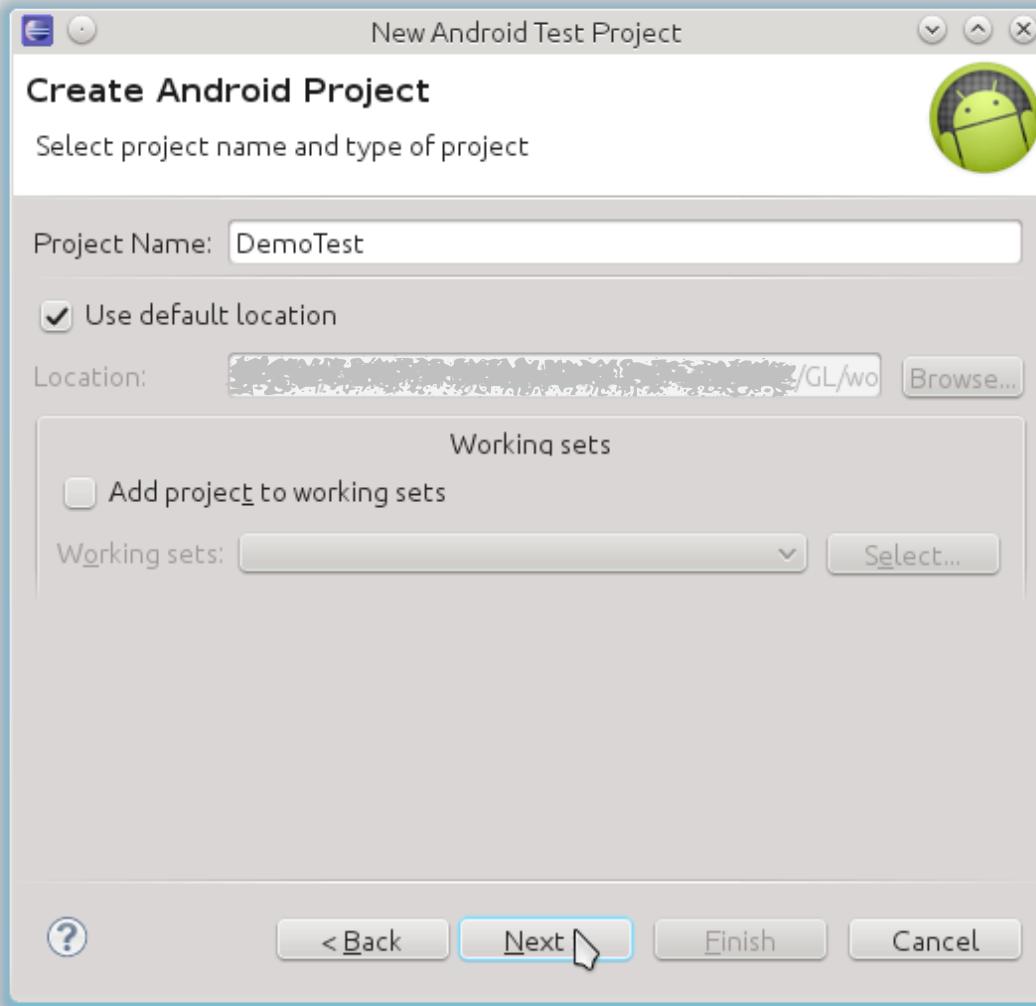
# myFirstApp (Test)



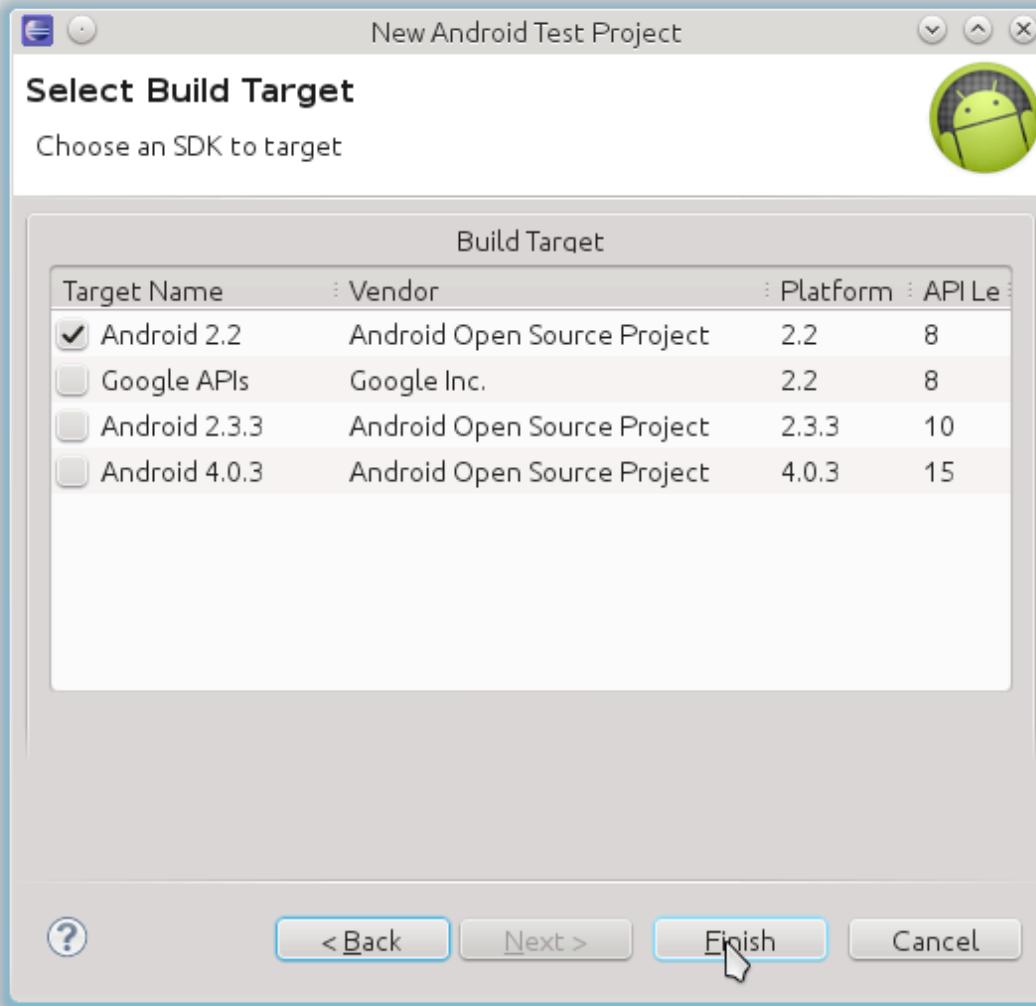
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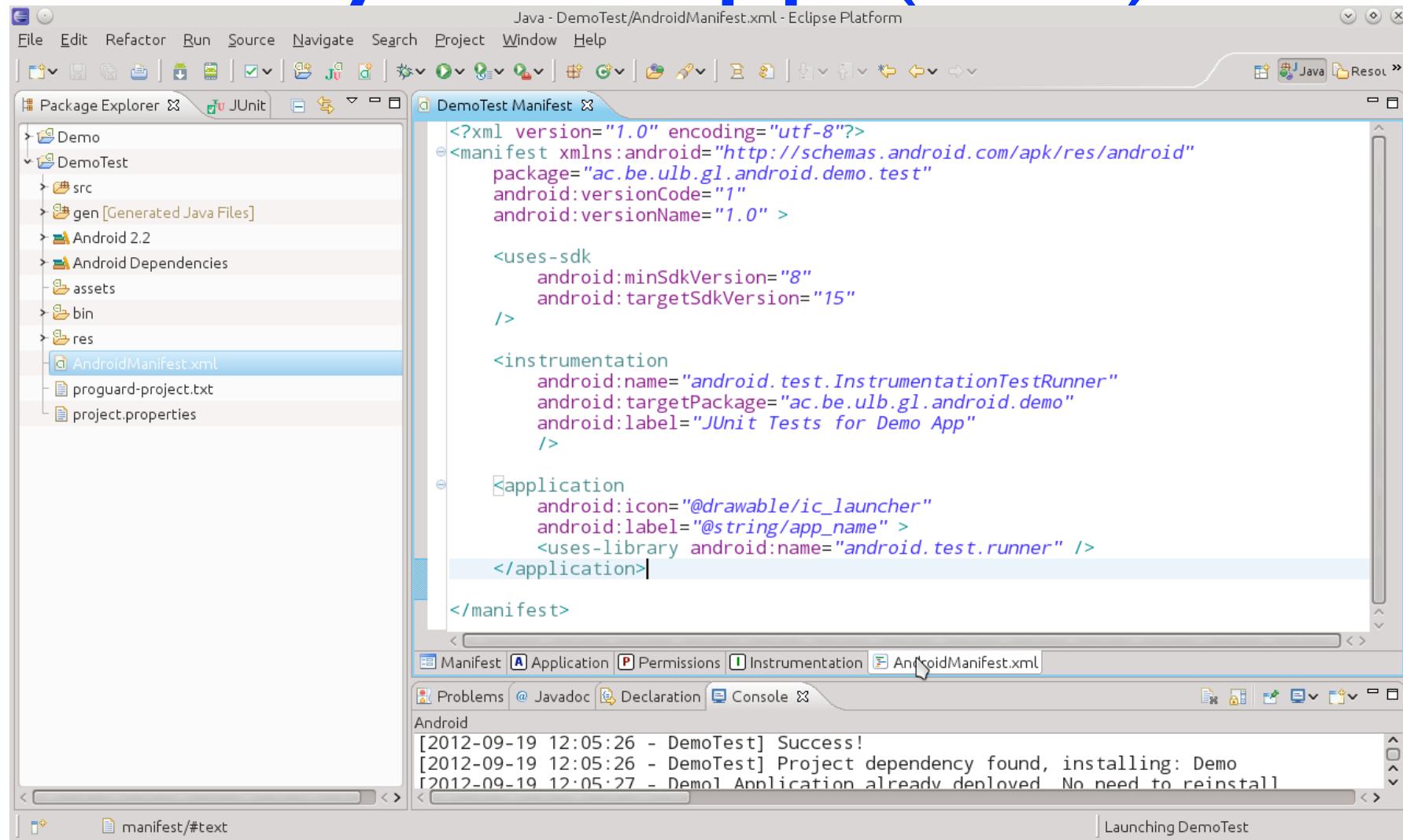
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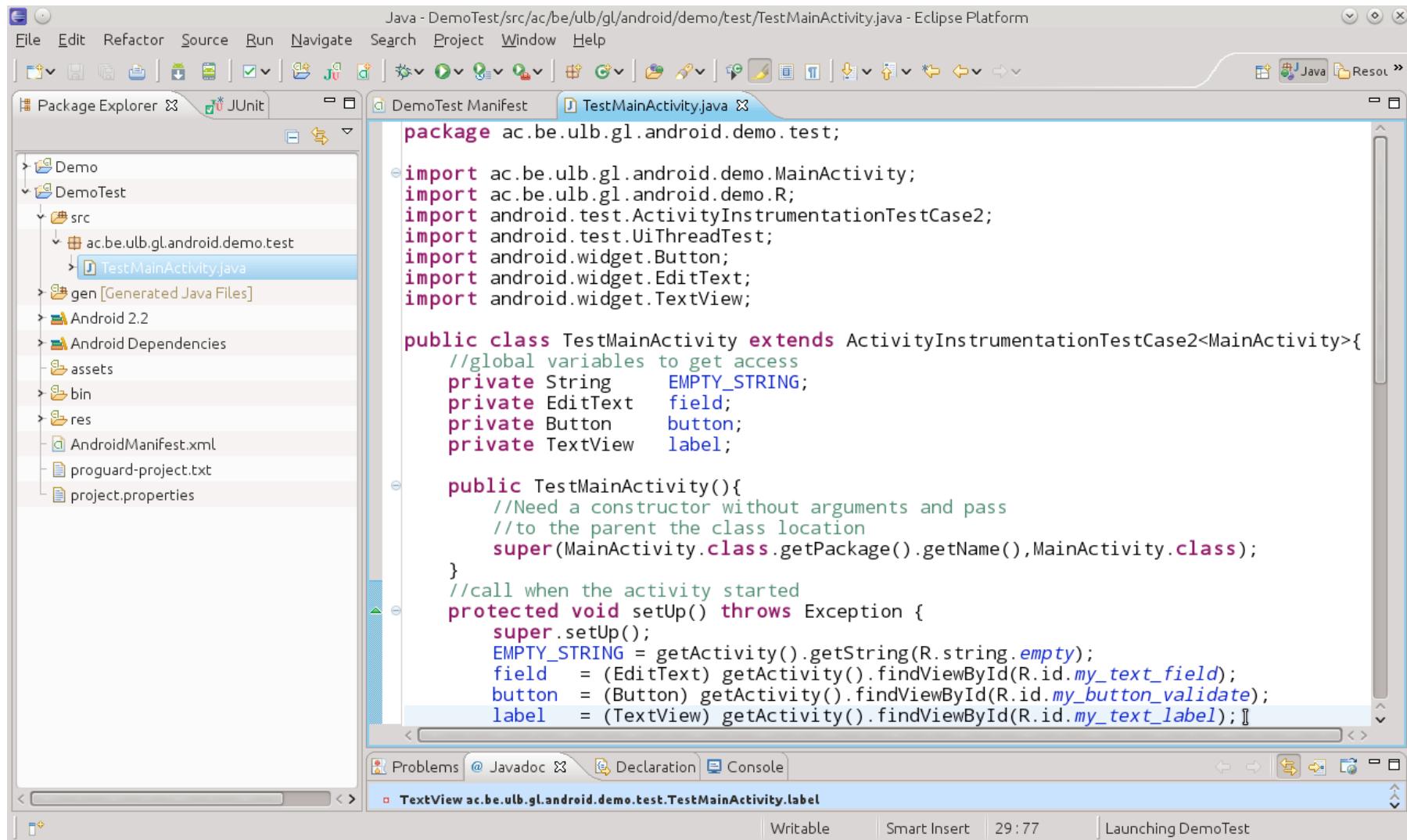
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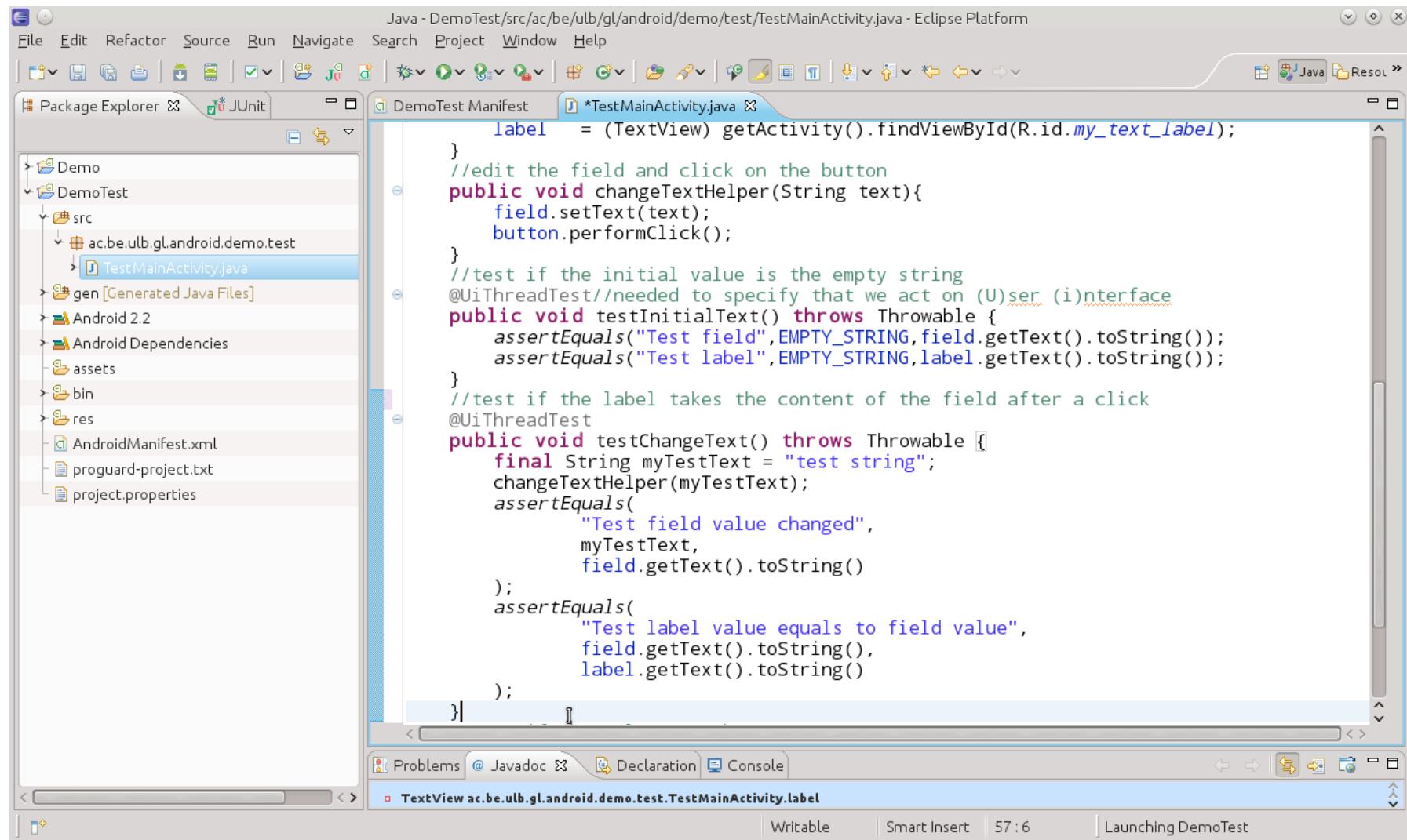
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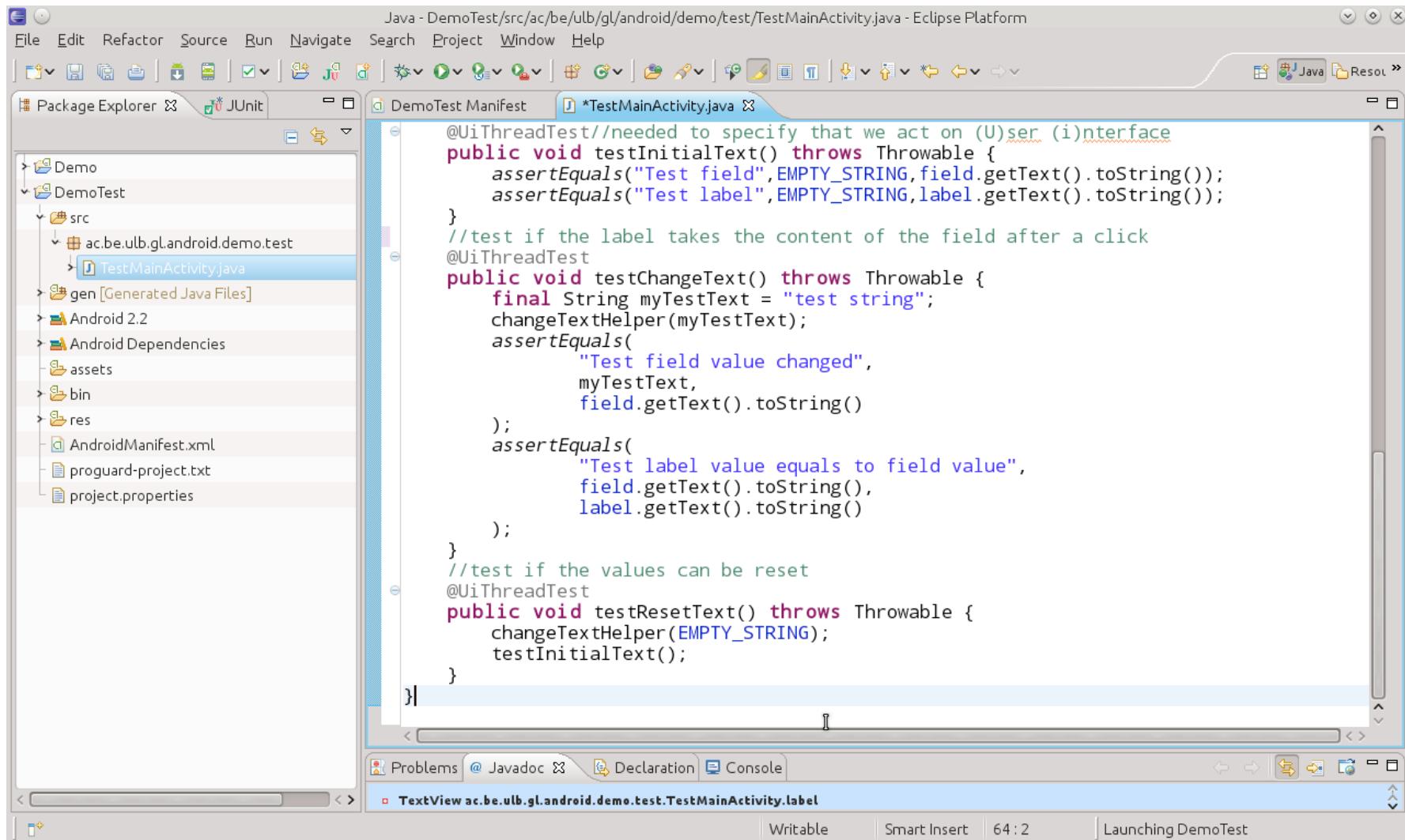
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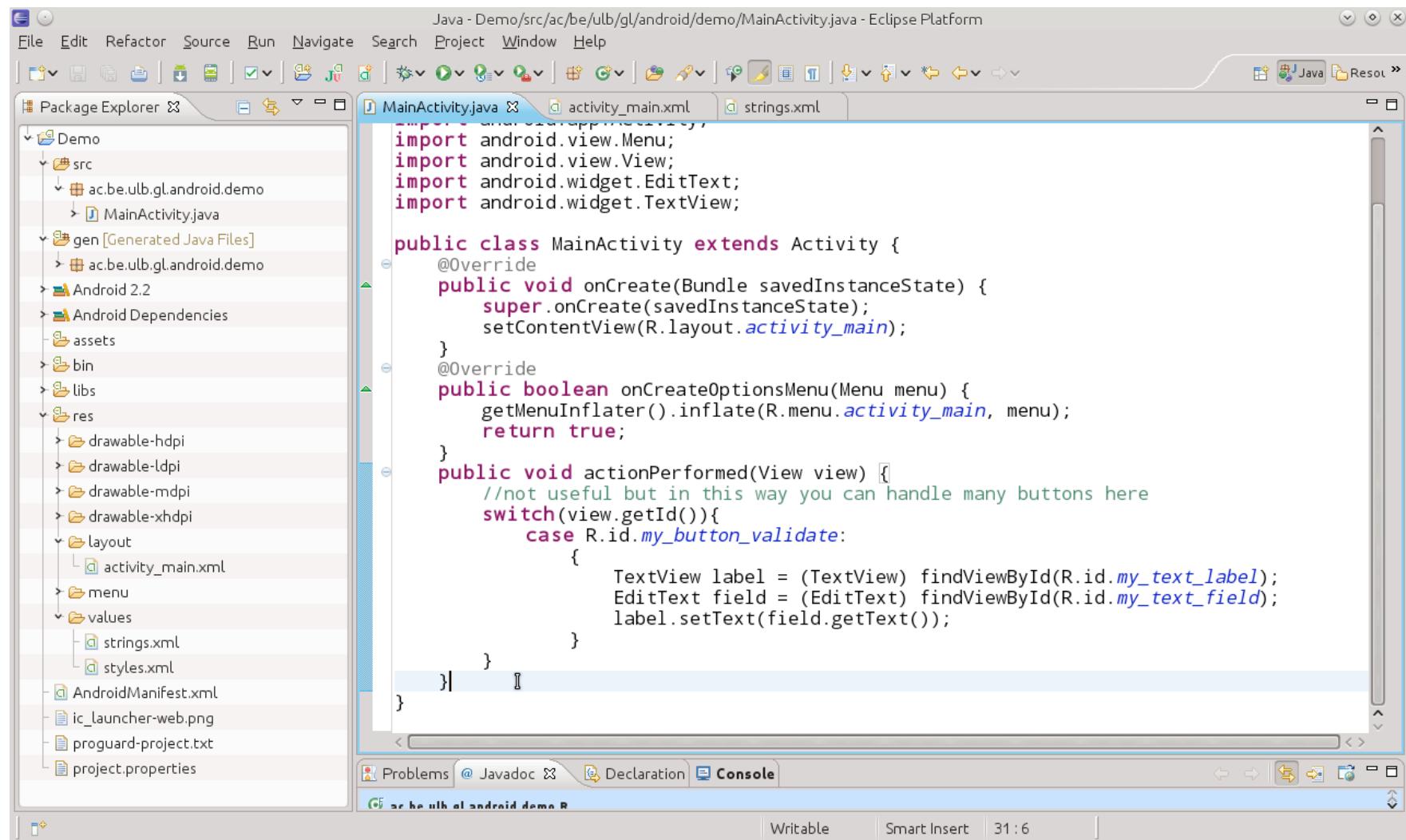
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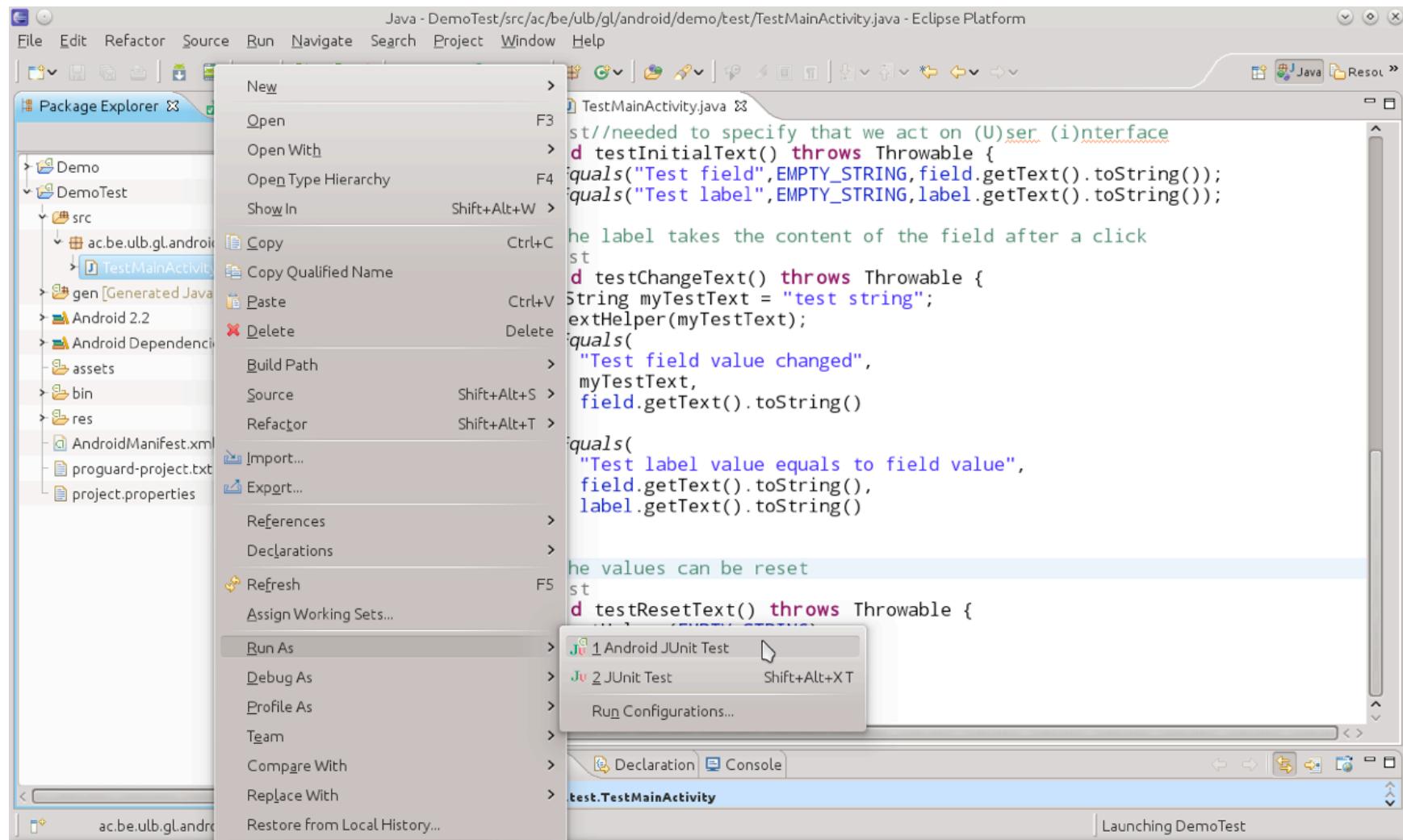
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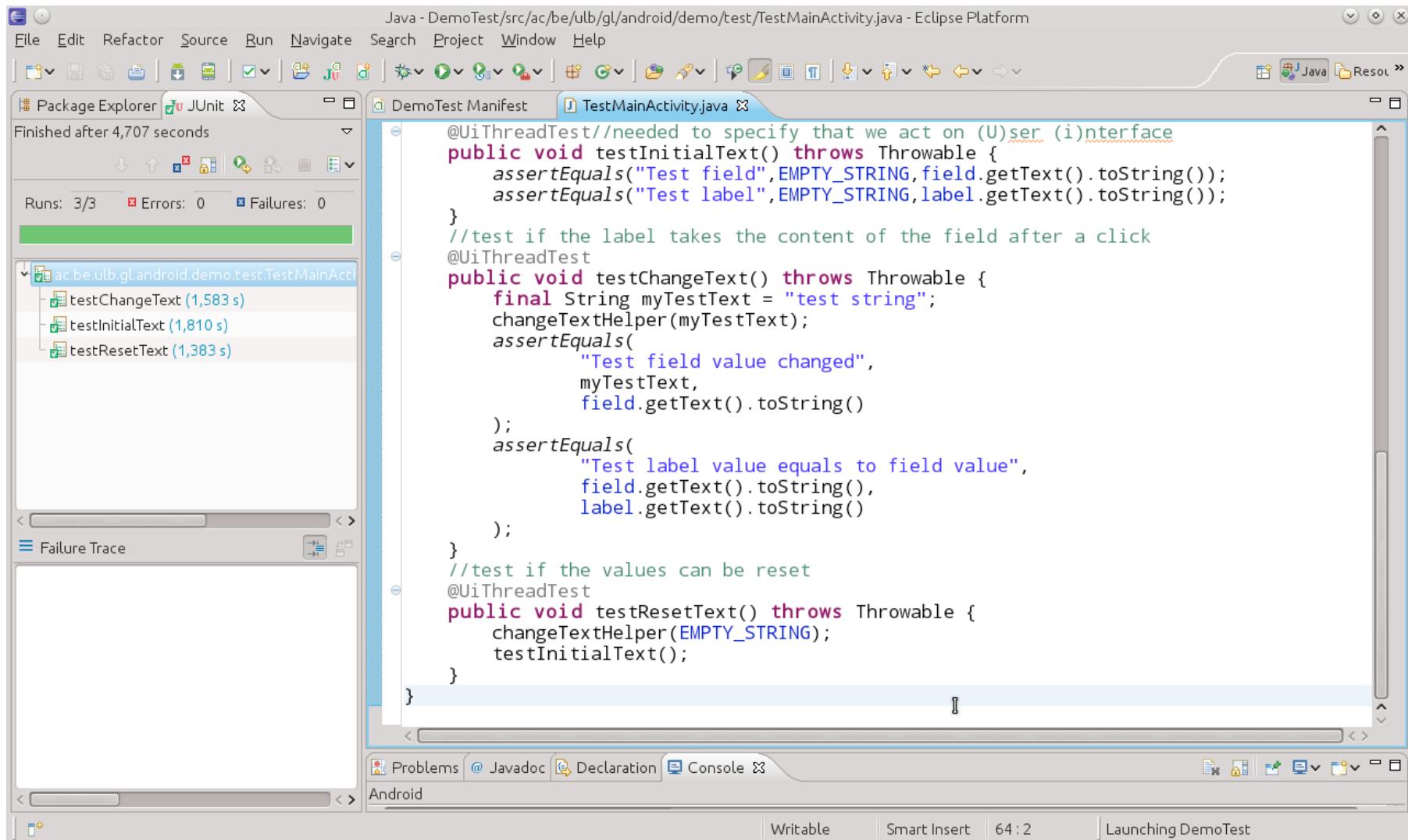
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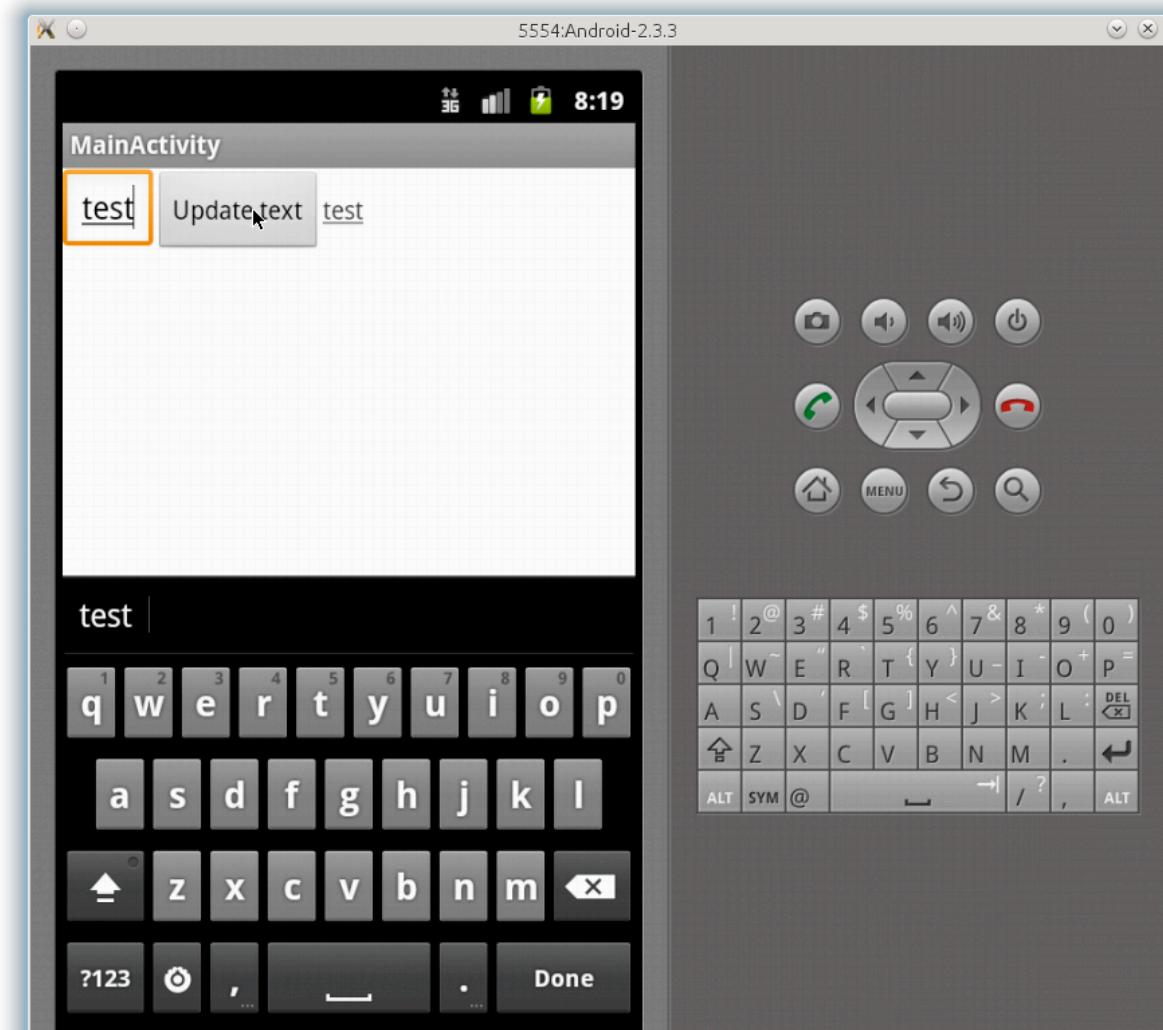
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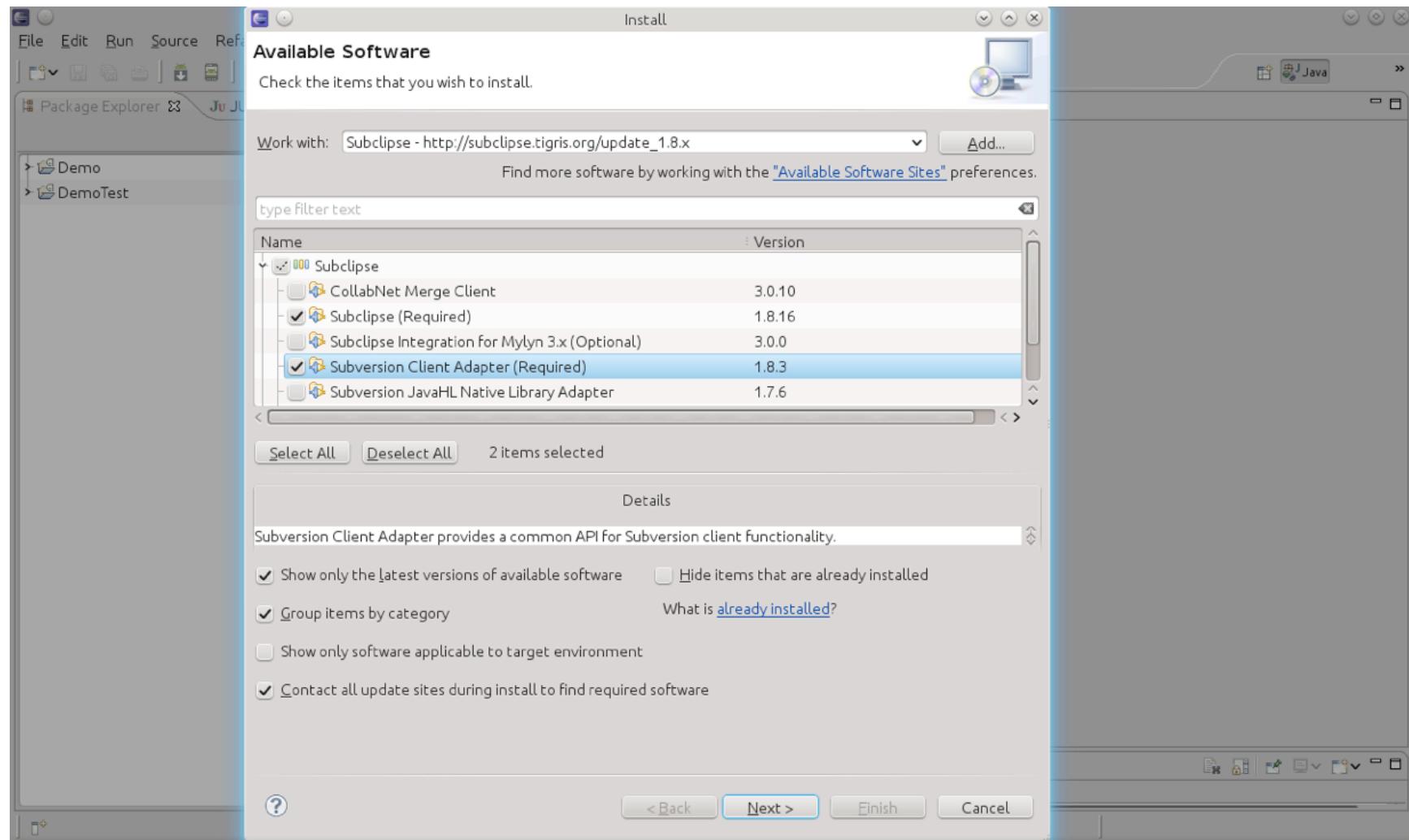
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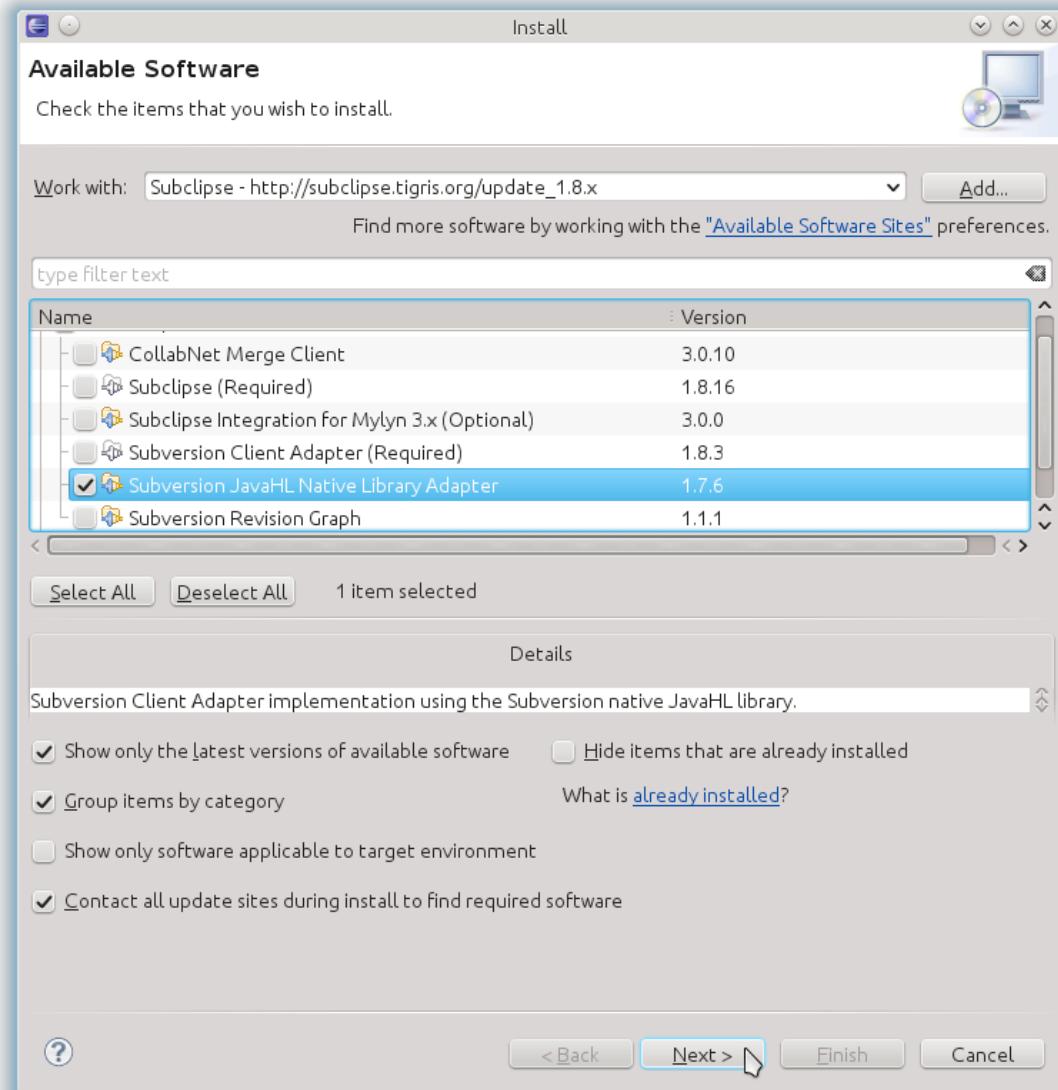
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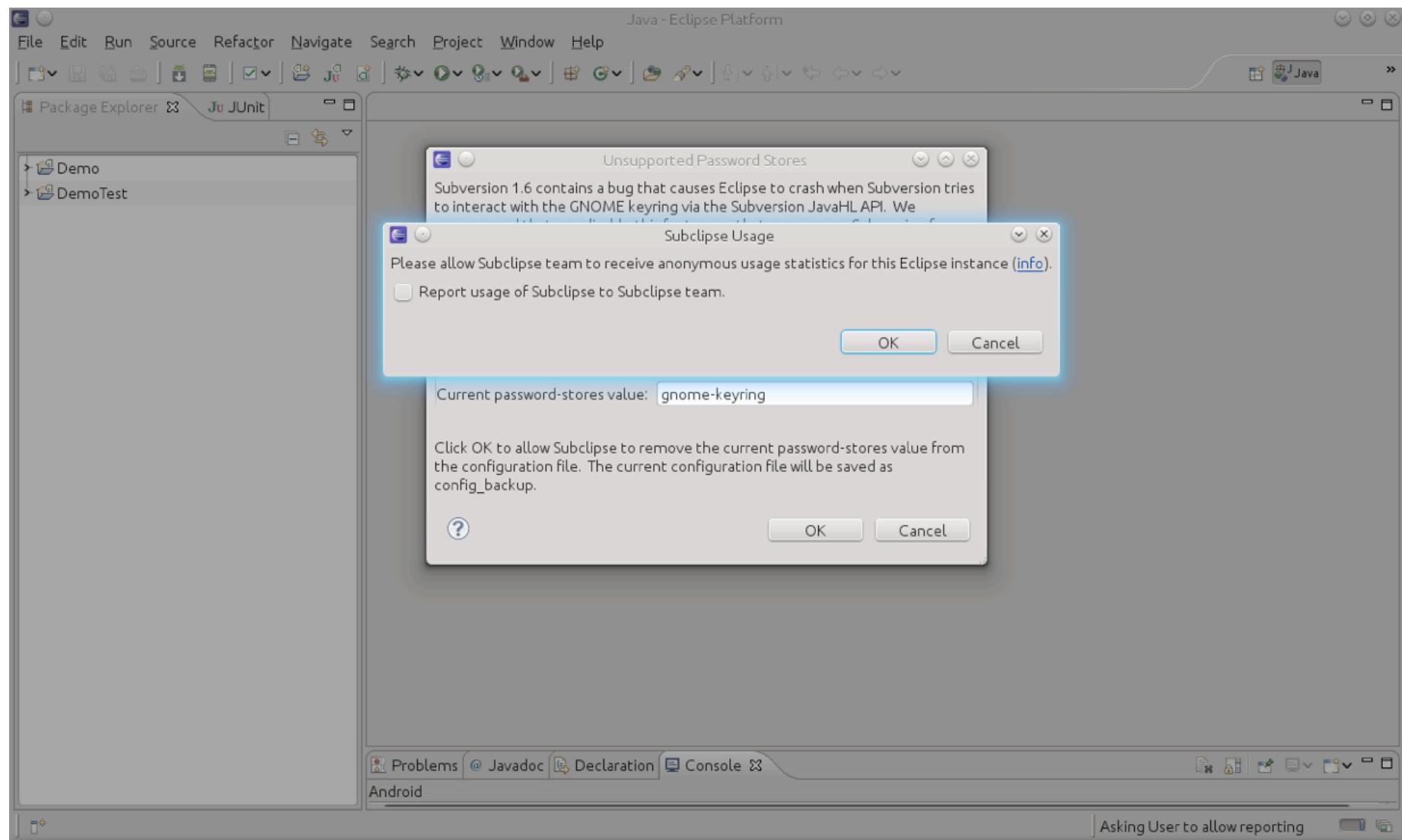
# SVN (inst.)



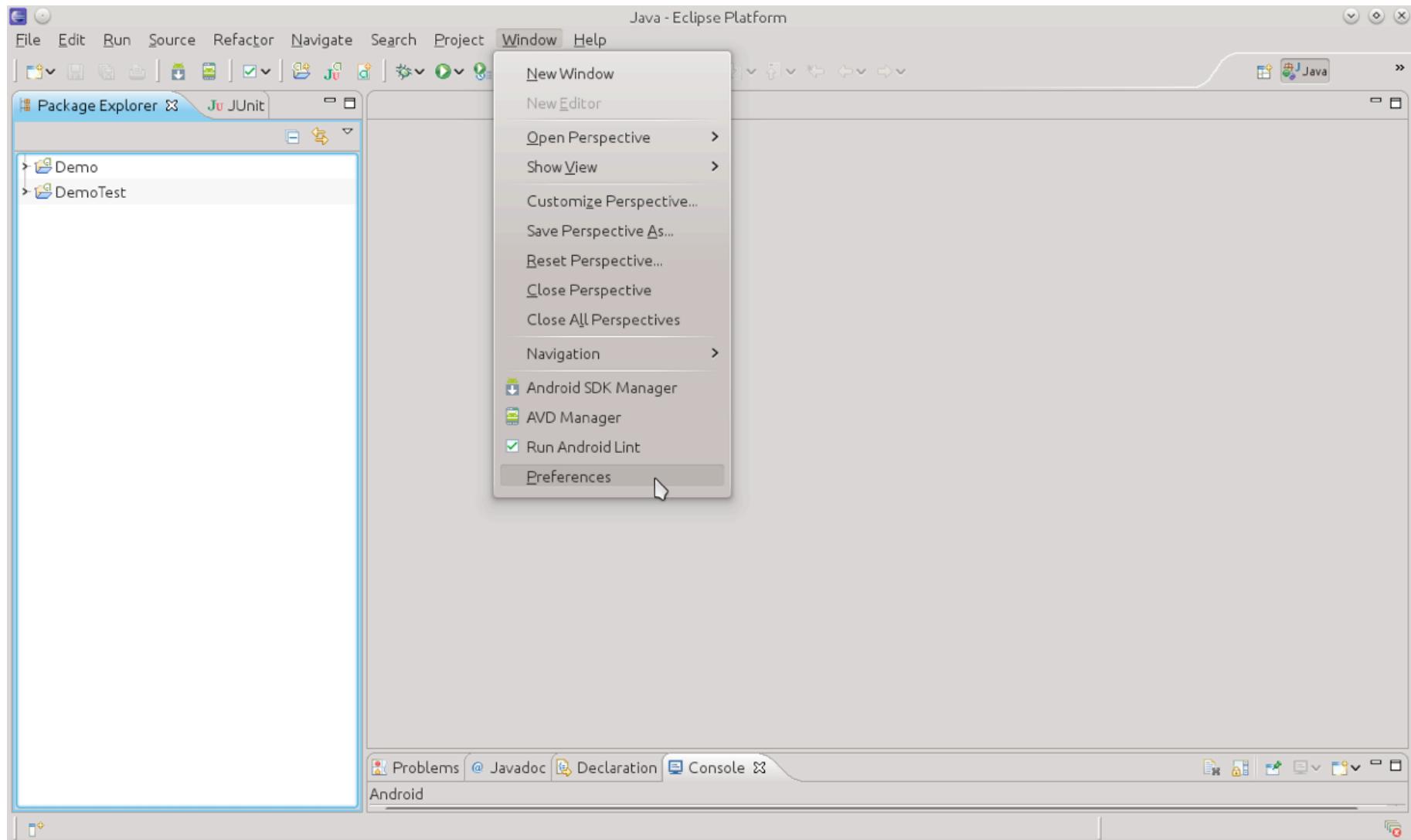
# SVN (inst.)



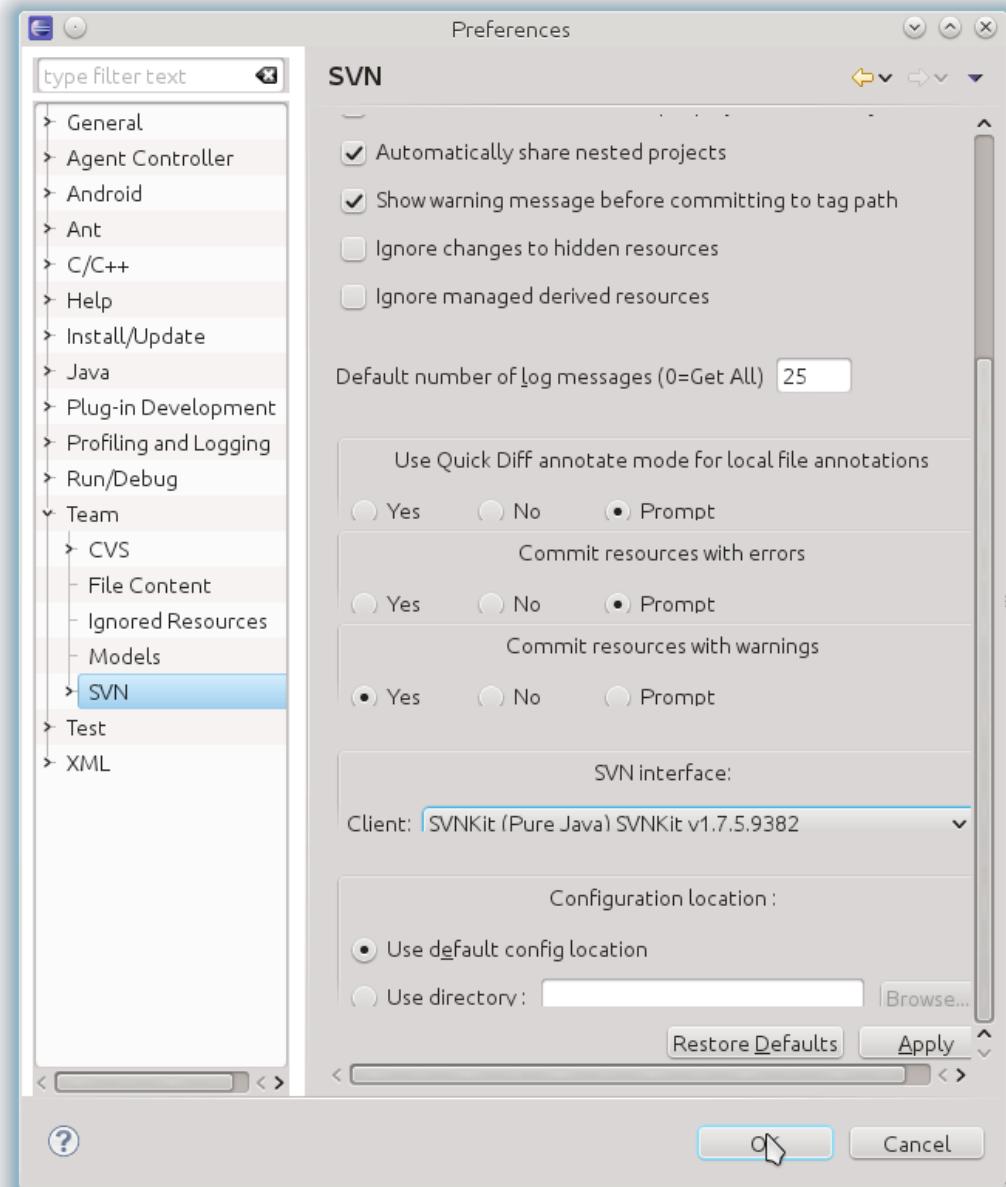
# SVN (inst.)



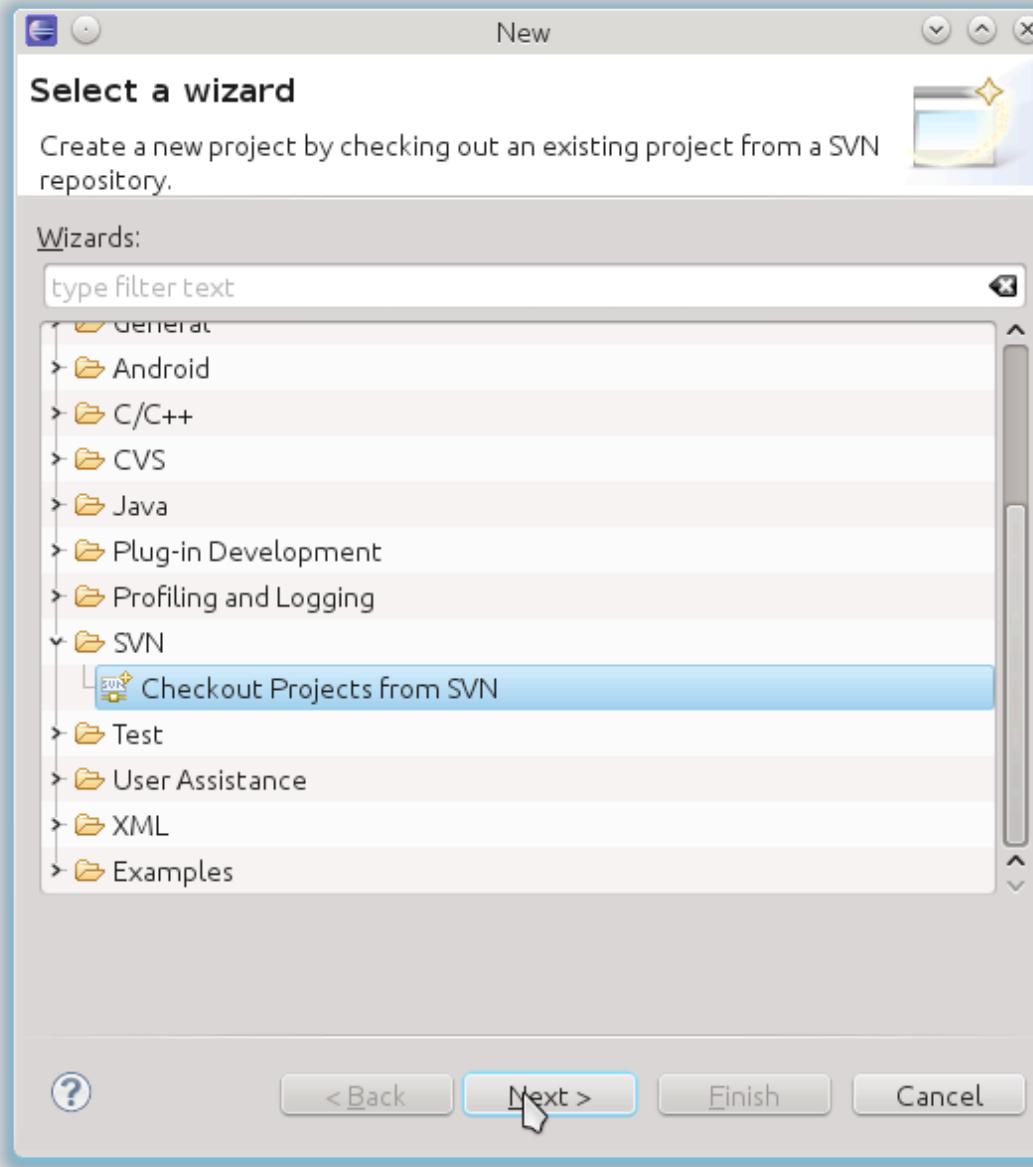
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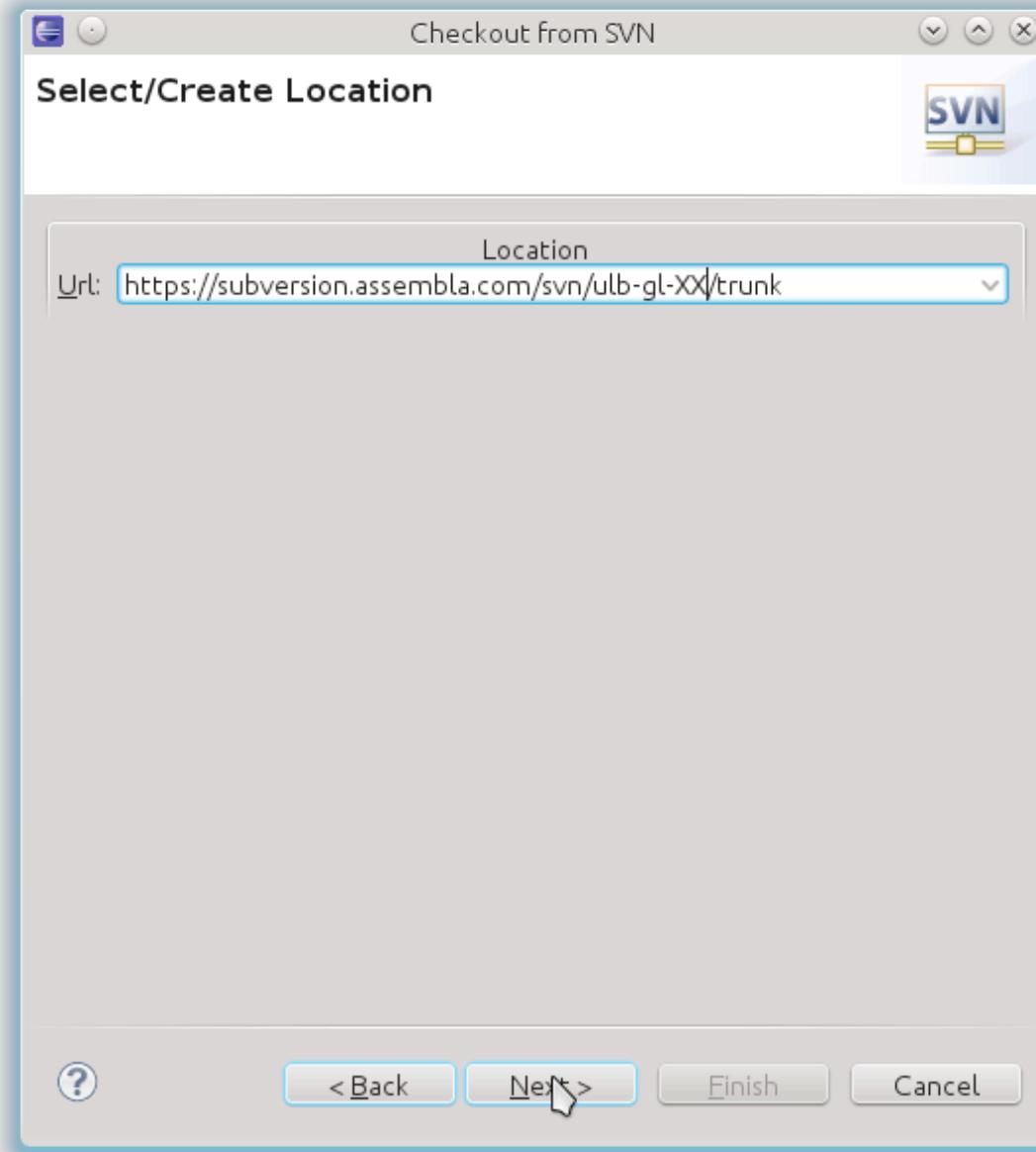
# SVN (projet)



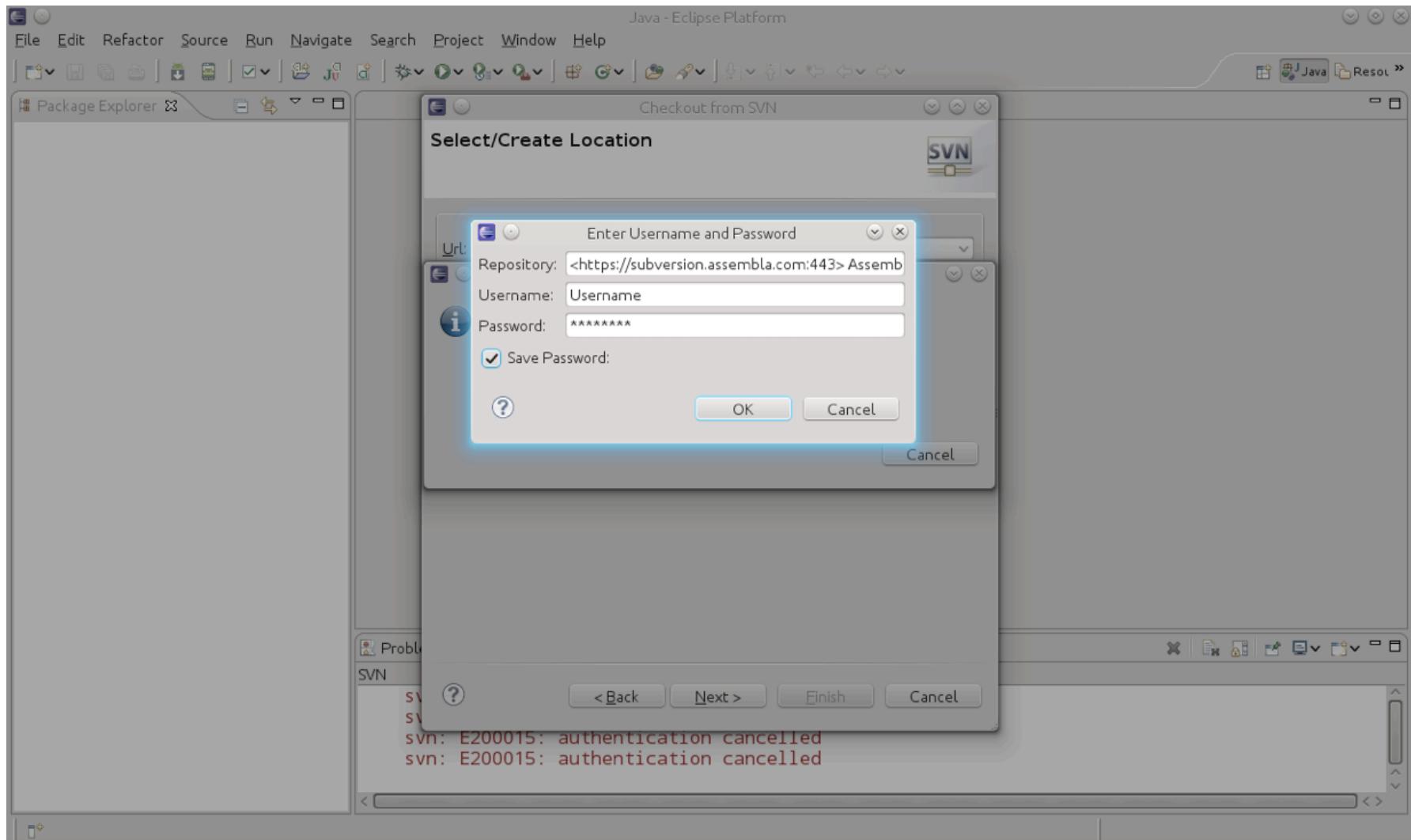
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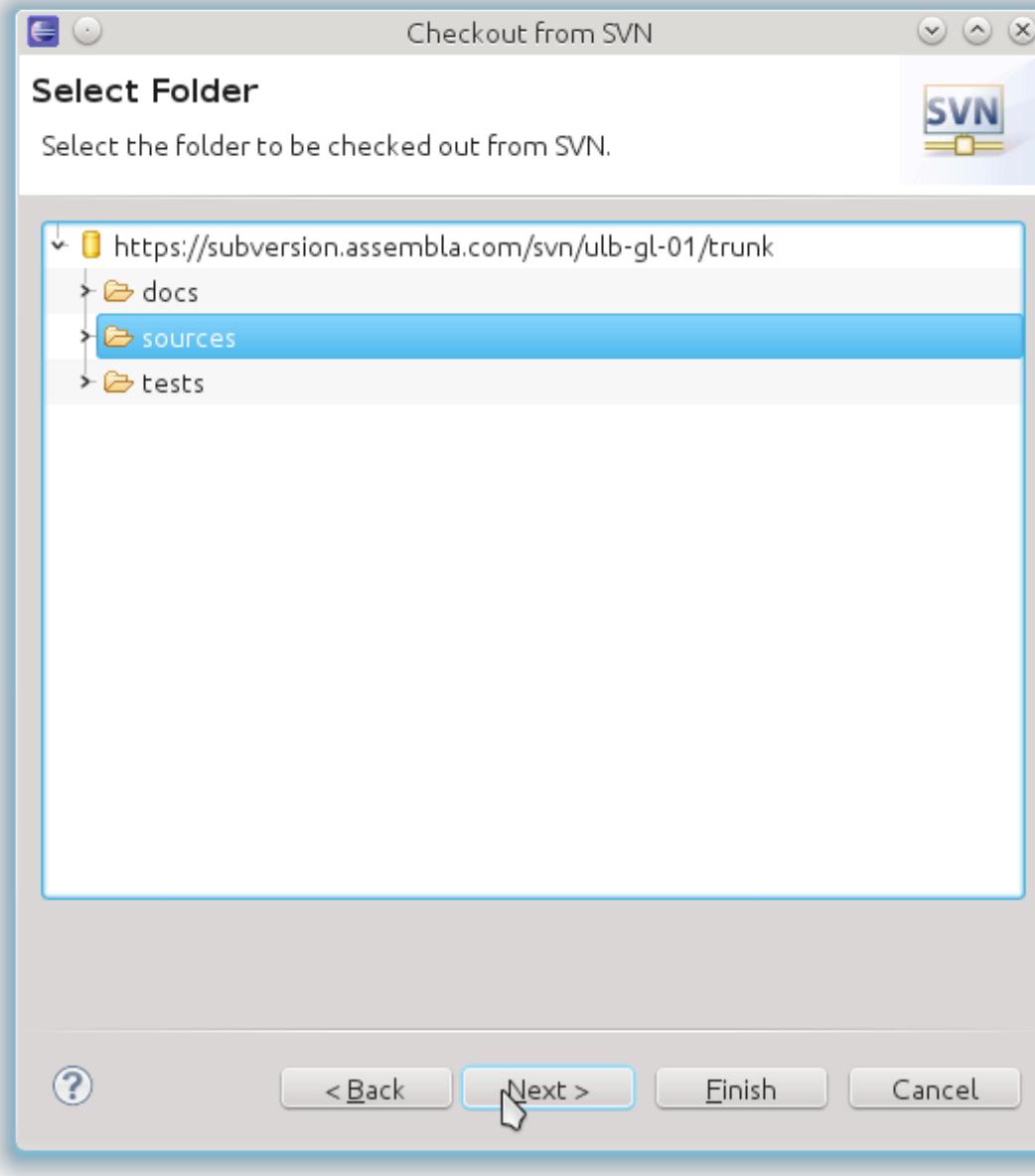
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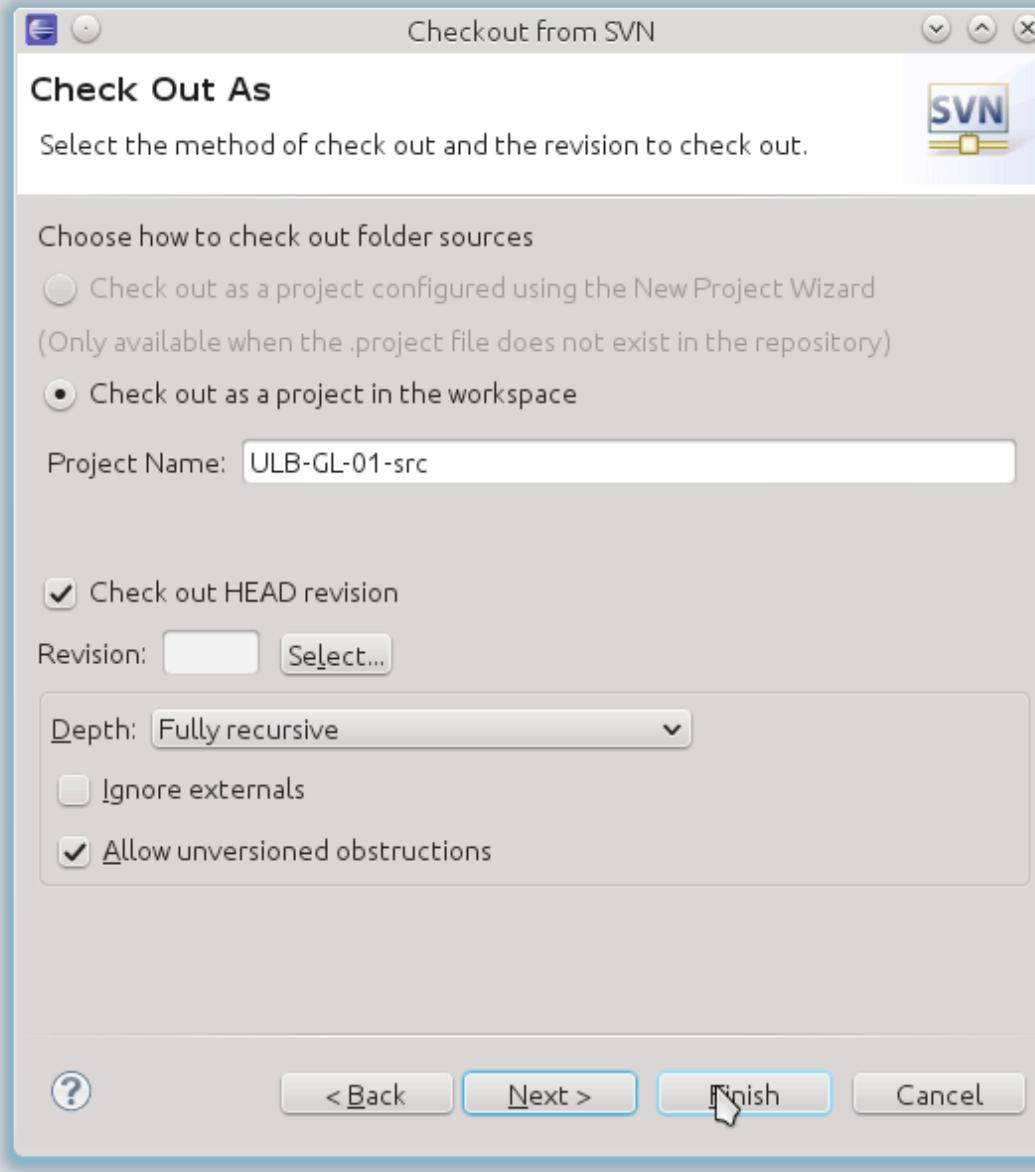
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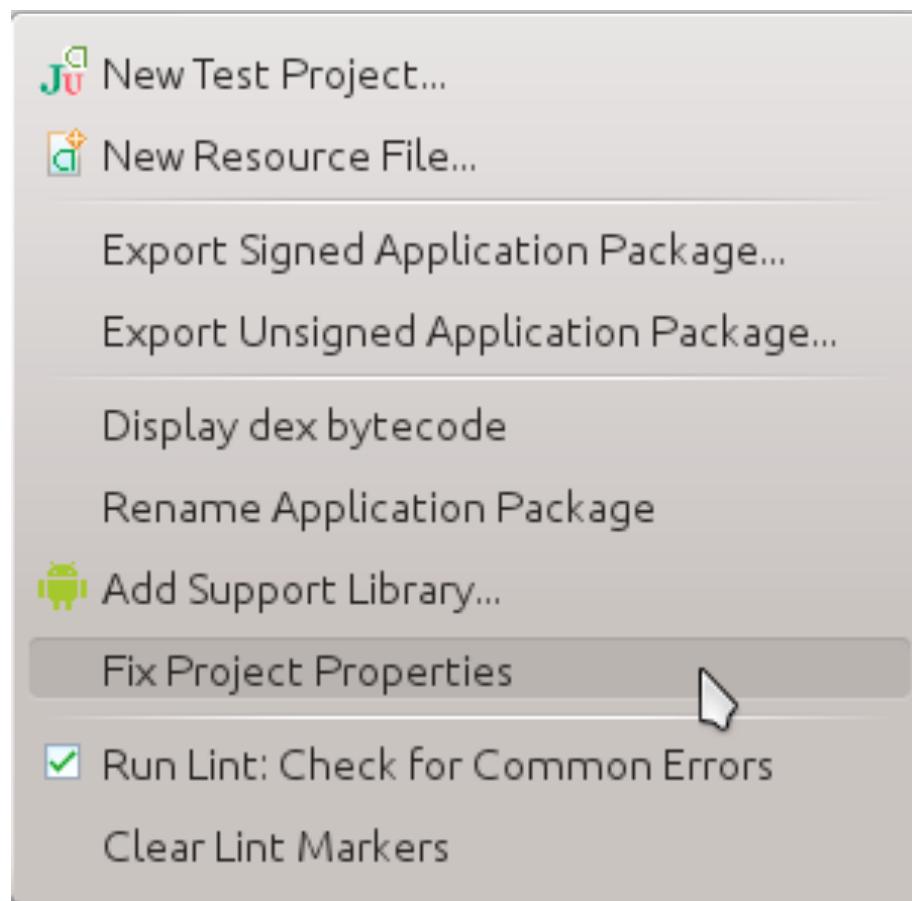


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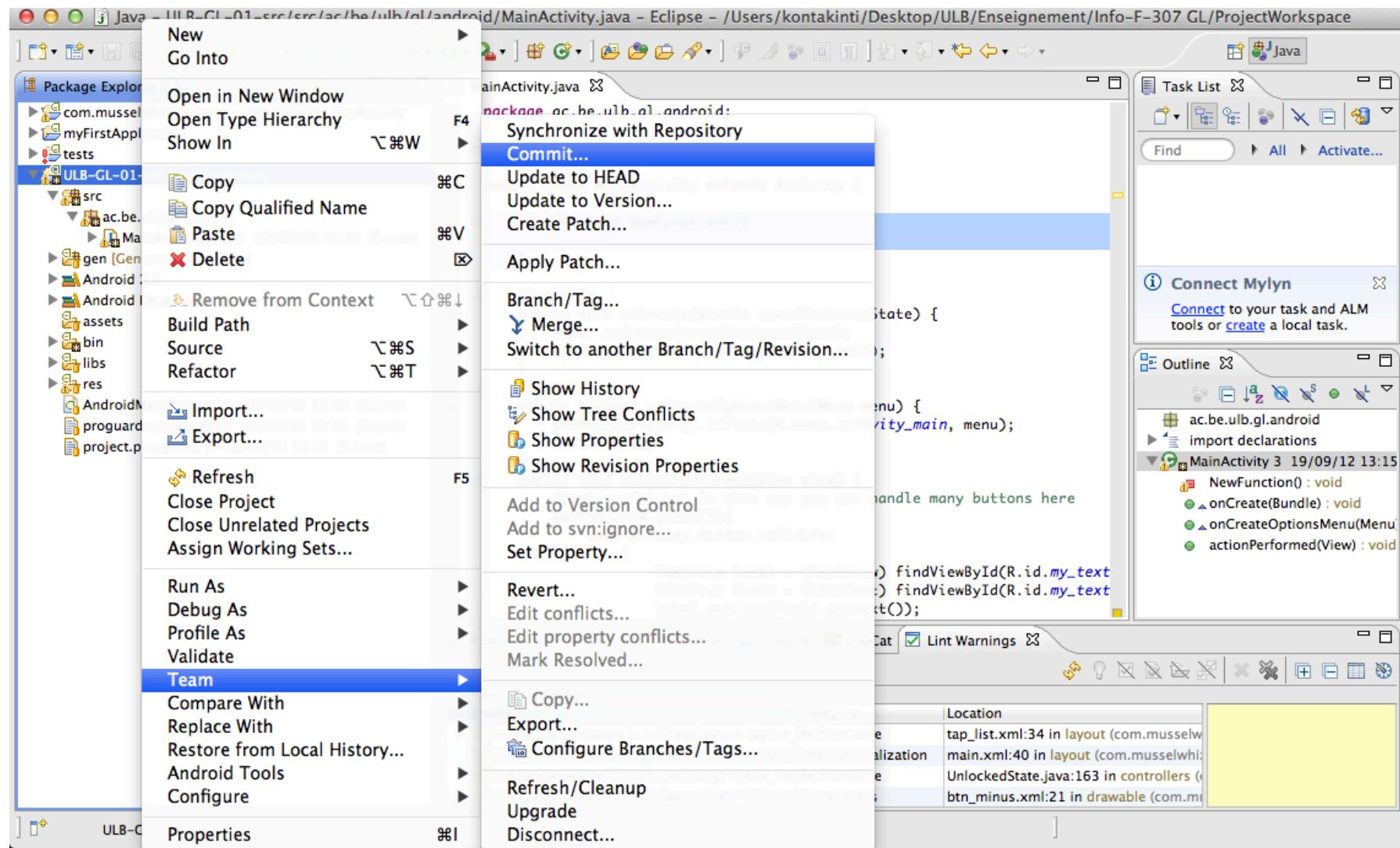


# SVN (projet)

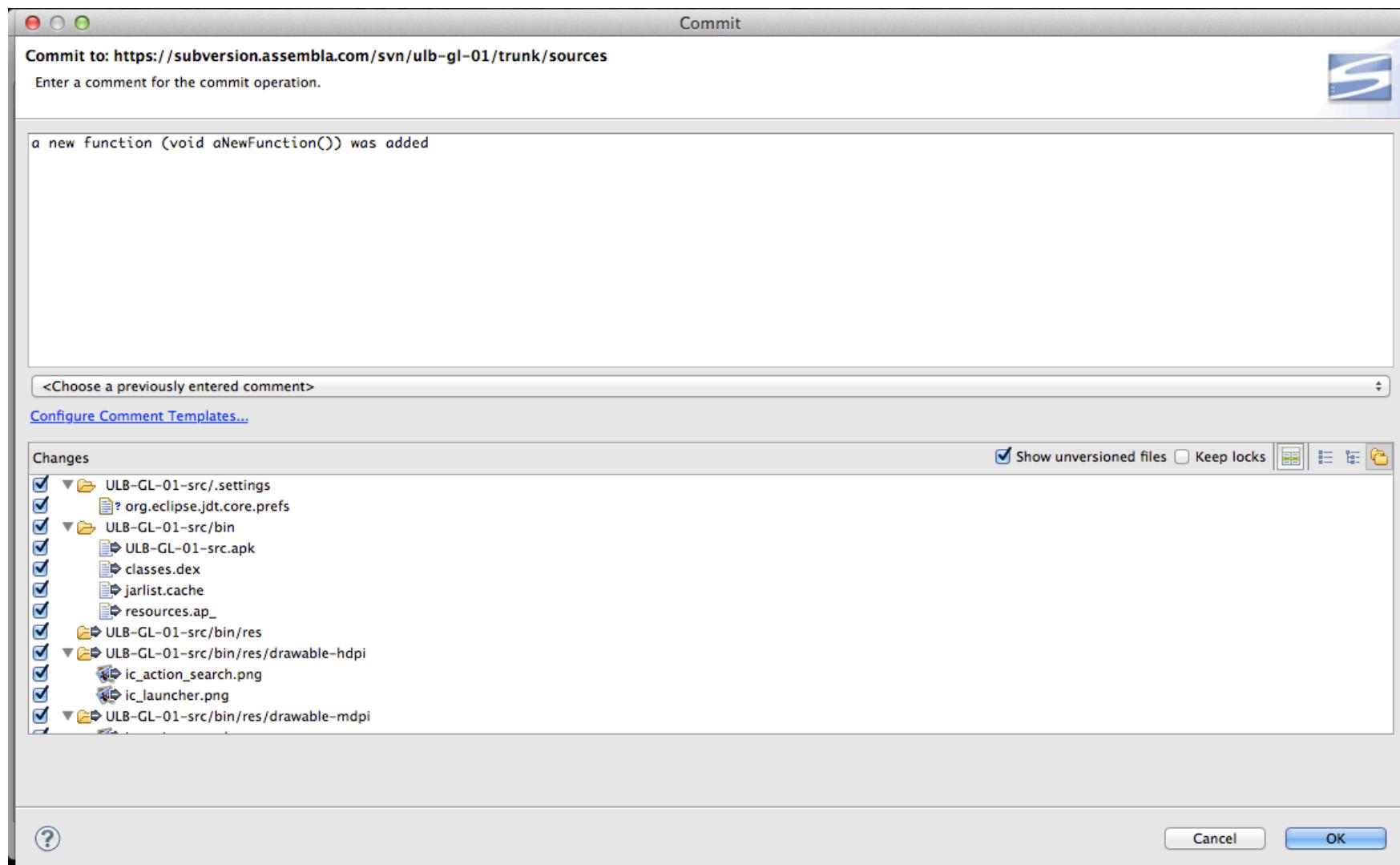
- Clique droit sur le projet ensuite sur **Android Tools** et vous aurez la fenêtre suivante



# SVN (projet)



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# Règles de bonne pratique

- ▶ Concevez une vraie application
- ▶ Ecrivez les **tests** (un code sans tests ne sera pas corrigé)!
- ▶ Rédigez une documentation **nécessaire et suffisante** (schéma de base de données, UML !, text ...)
- ▶ Organisez bien votre code et soyez clair (packages,...)
- ▶ Optimisez vos codes
- ▶ Optimiser vos interfaces graphiques
- ▶ Utilisez un logiciel de versionning (Tigris: <http://subclipse.tigris.org/>)
- ▶ ...